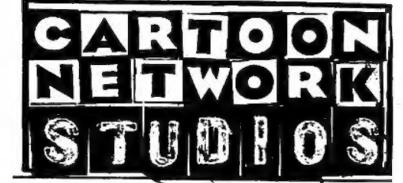




Date 09/04/13

“The Tower”
1025-168
Original Board



- Board Team Final 09/04/13
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by Pendleton Ward

Supervising Director TBD

Storyboard by Tom Herpich & Steve Wolfhard

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

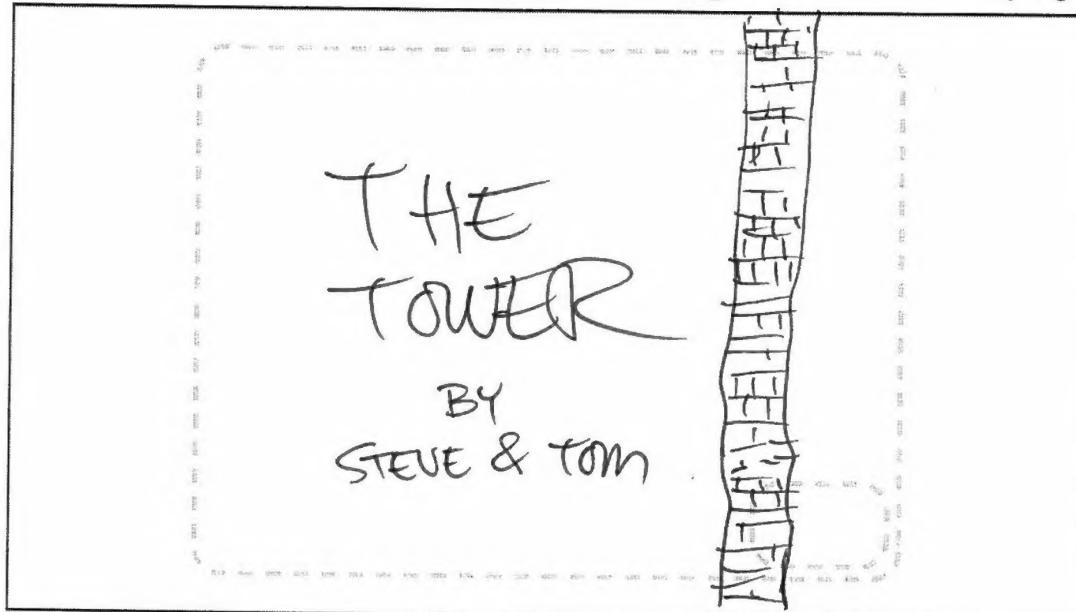
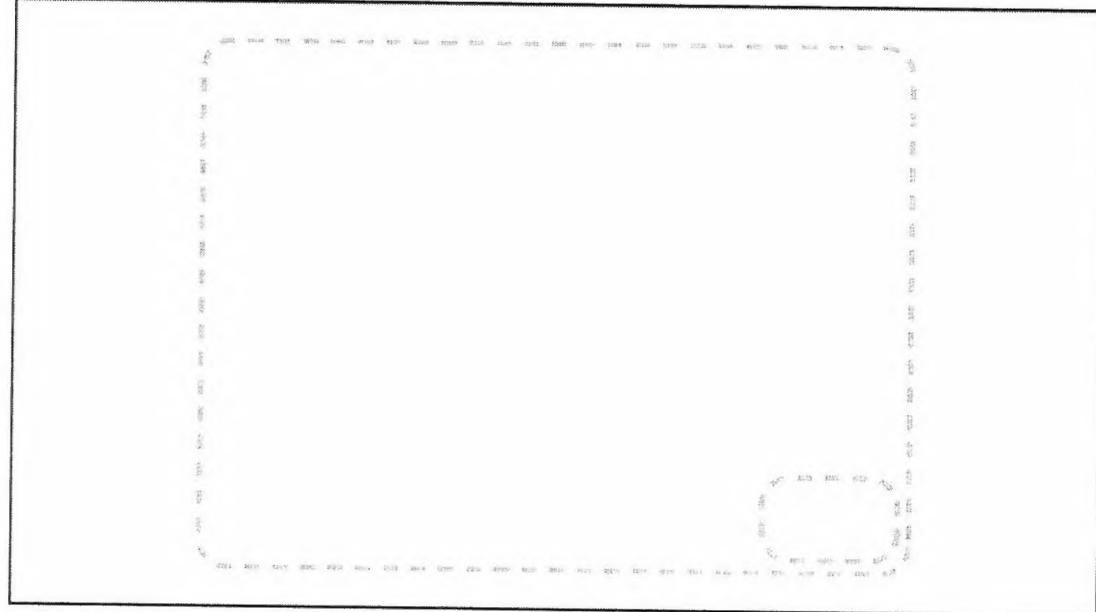
Page _____

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # : Production :

1025-168

ADVENTURE TIME



Page 1

Sc.

1

Pnl.

A

Bg.

day night

Sc.

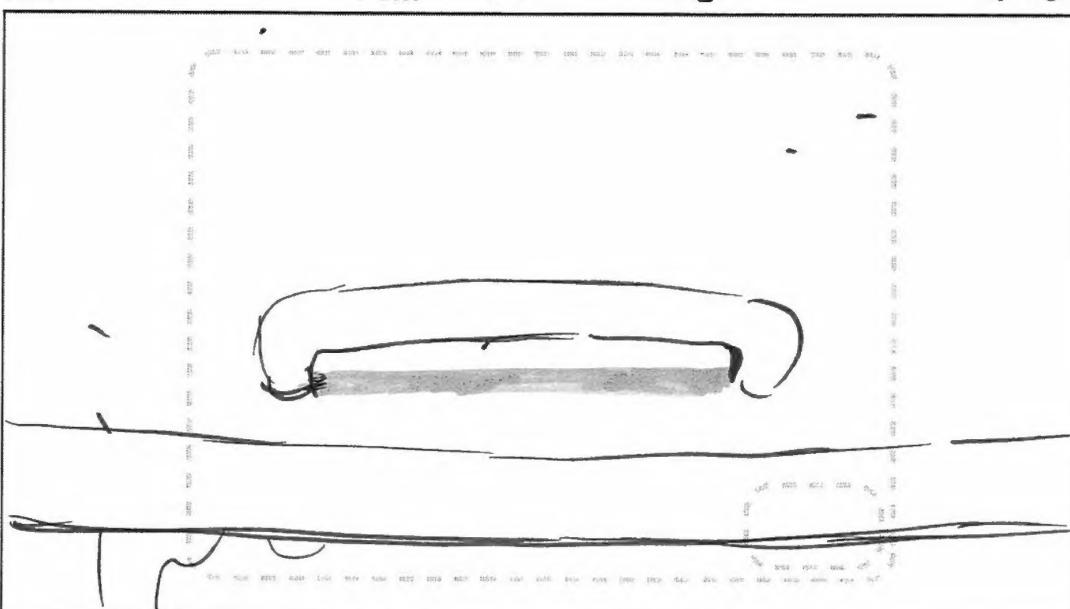
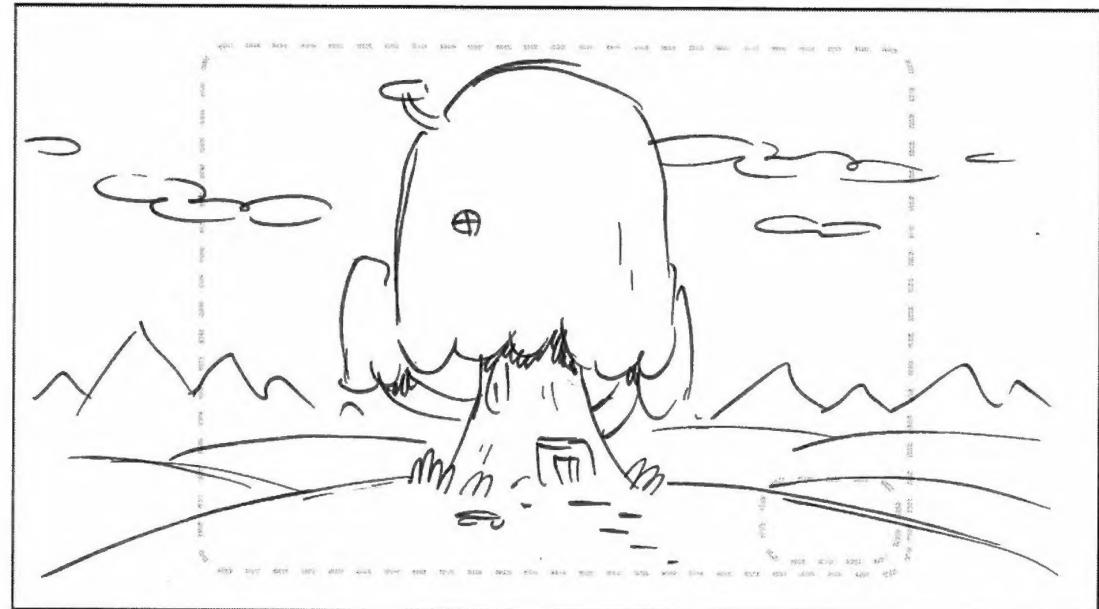
2

Pnl.

A

Bg.

day night



Dialog:

(F)(OS) ♫ * Humming the tower song * ♫



* humming *

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

2

Pnl.

B

Bg.

day night

Sc.

2

Pnl.

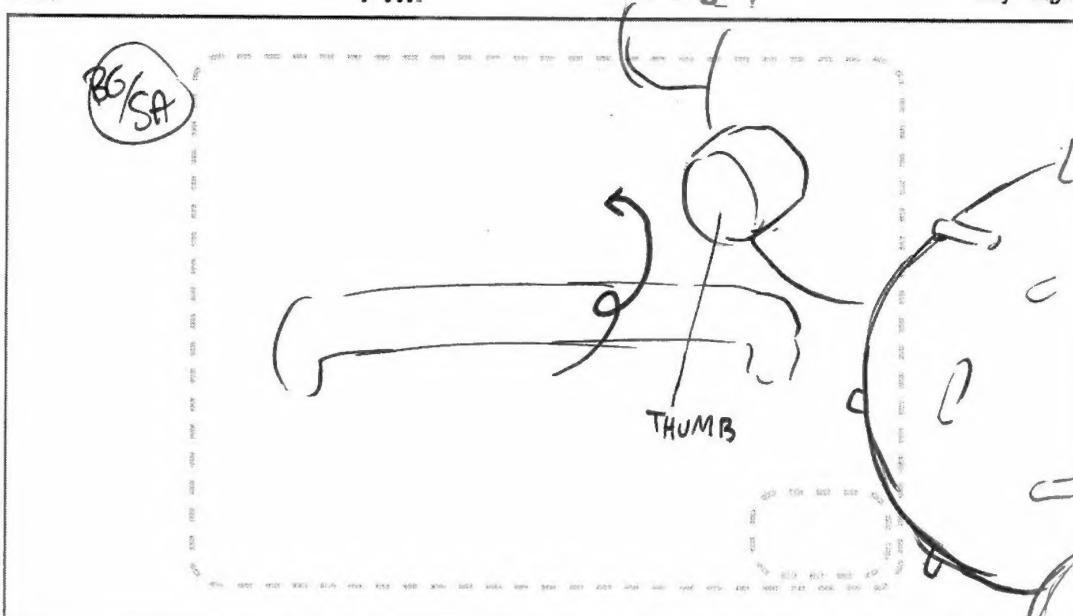
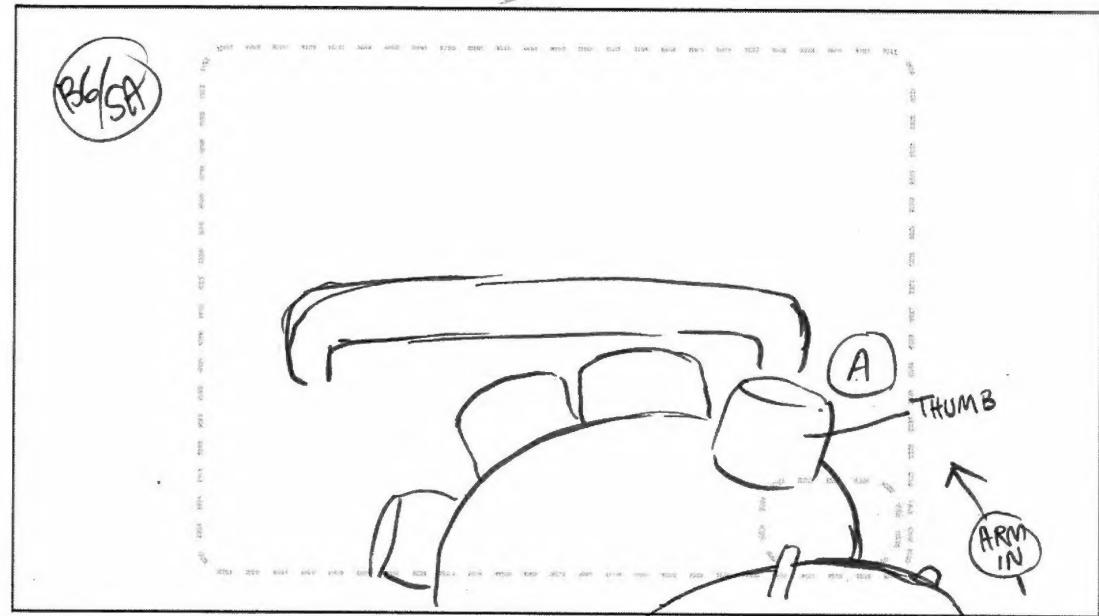
C



Page

2

day night



Dialog: (F)OS * humming turns to frustrated
grunting. *

Action:

A B A B A B

-Finn's candy fingers are too fat to fit under the handle

Timing:



Production :

EPISODE #

1025-168

ADVENTURE TIME



Sc.

2

Pnl.

D

Bg.

day night

Sc.

2

Pnl.

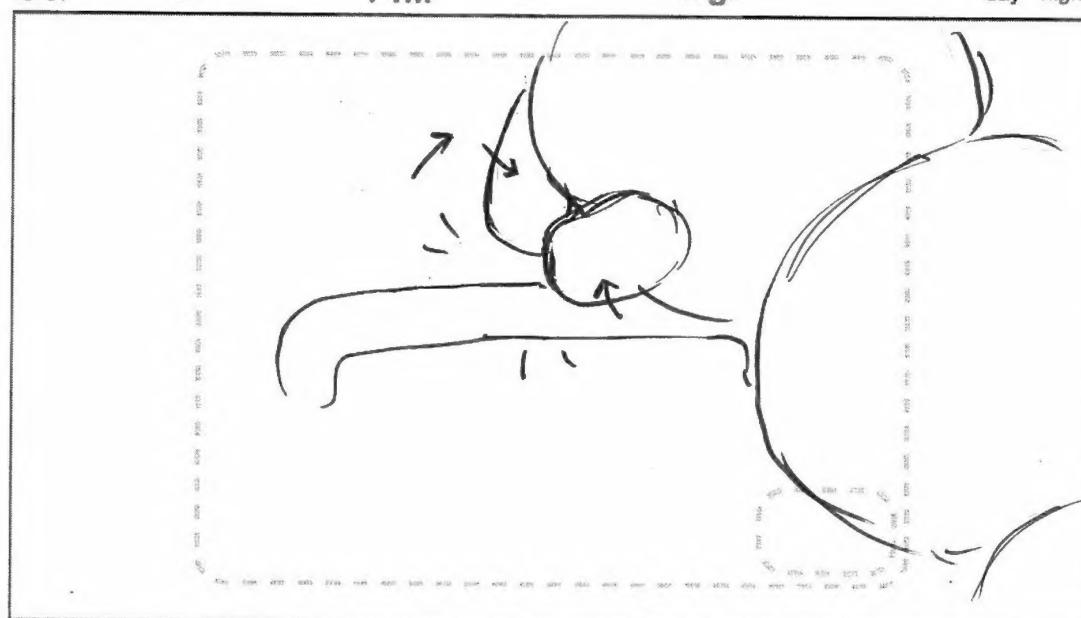
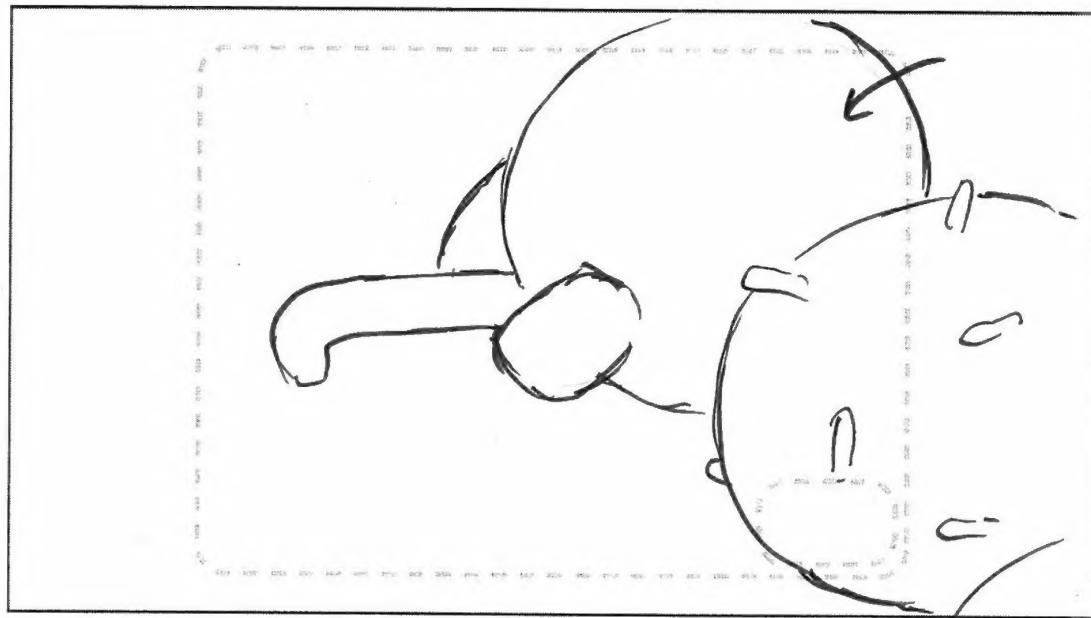
E

Bg.

Page

3

day night



Dialog:

(F)OS * grunting *

Action:

- when the fat round fingers squeeze
the handle, the hand pops back off.
They're too fat and round to grasp the handle.

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

2

Pnl.

F

Bg.

day night

Sc.

2

Pnl.

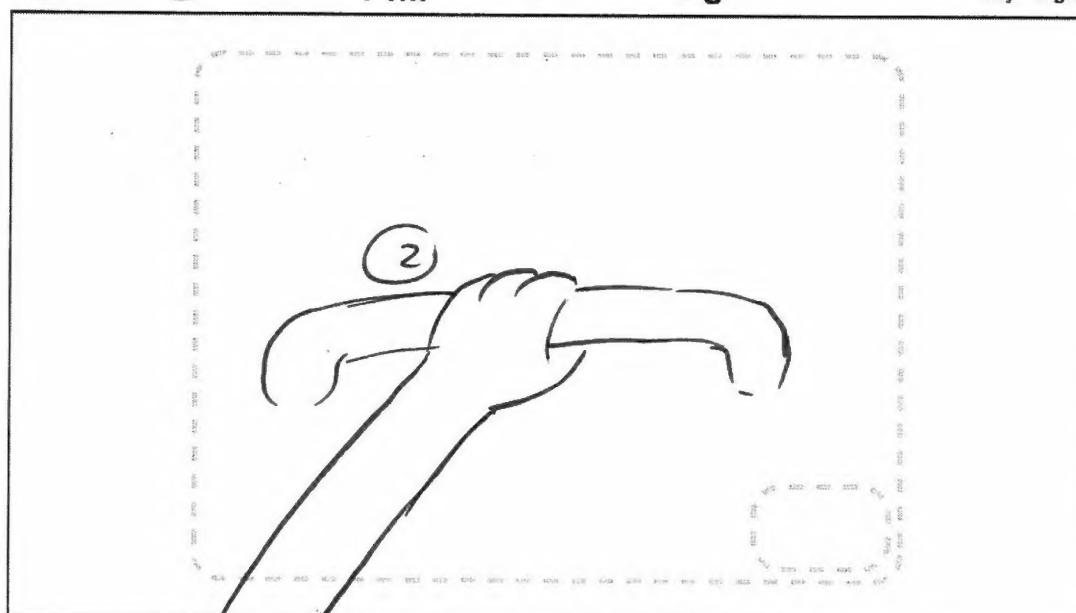
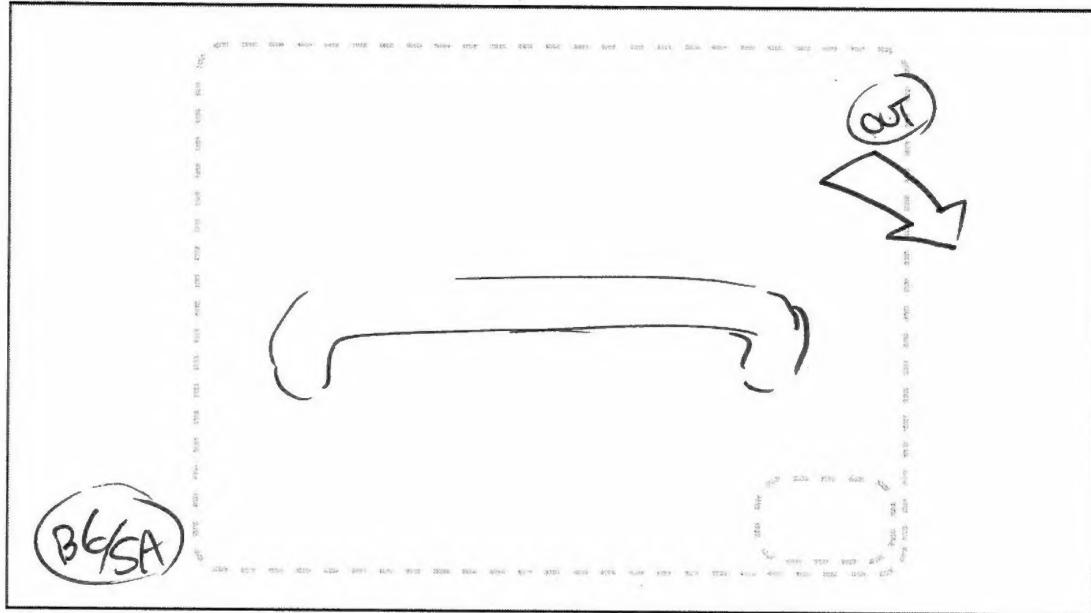
G

Bg.

Page

4

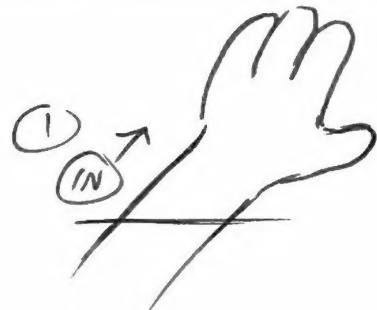
day night



Dialog:

Action:

Timing:



Production :

EPISODE #

1025-168

ADVENTURE TIME



Page 5

Sc.

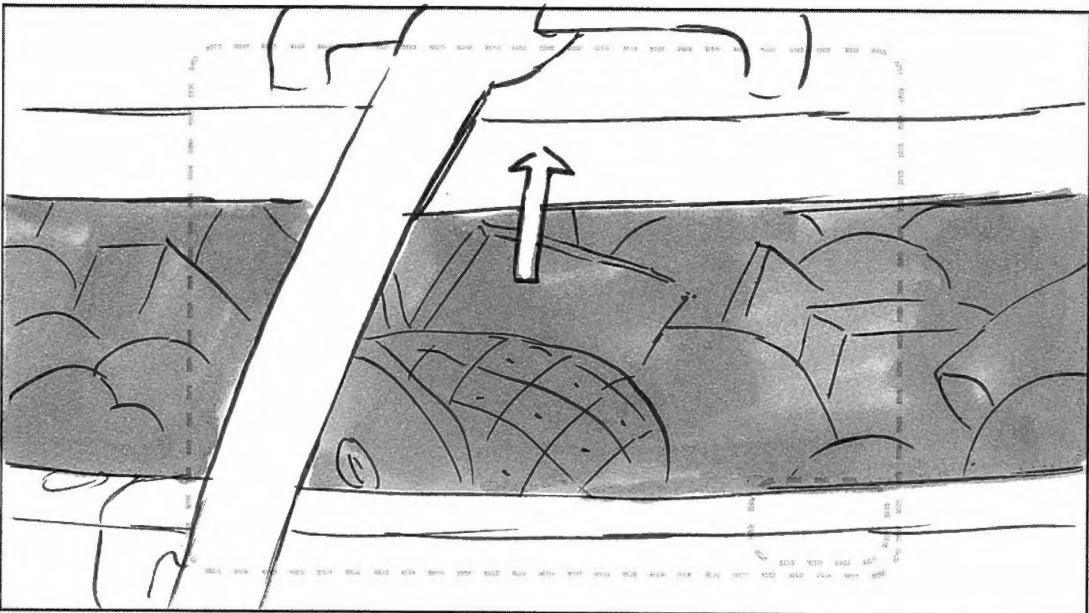
2

Pnl.

H

Bg.

day night



Sc.

3

Pnl.

A

Bg.

day night



Dialog:

(F:)*satisfied grunt*

Action:

- Finn opens refrigerator.

Finn digs around in fridge

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 6

Sc.

3

Pnl.

B

Bg.

day night

Sc.

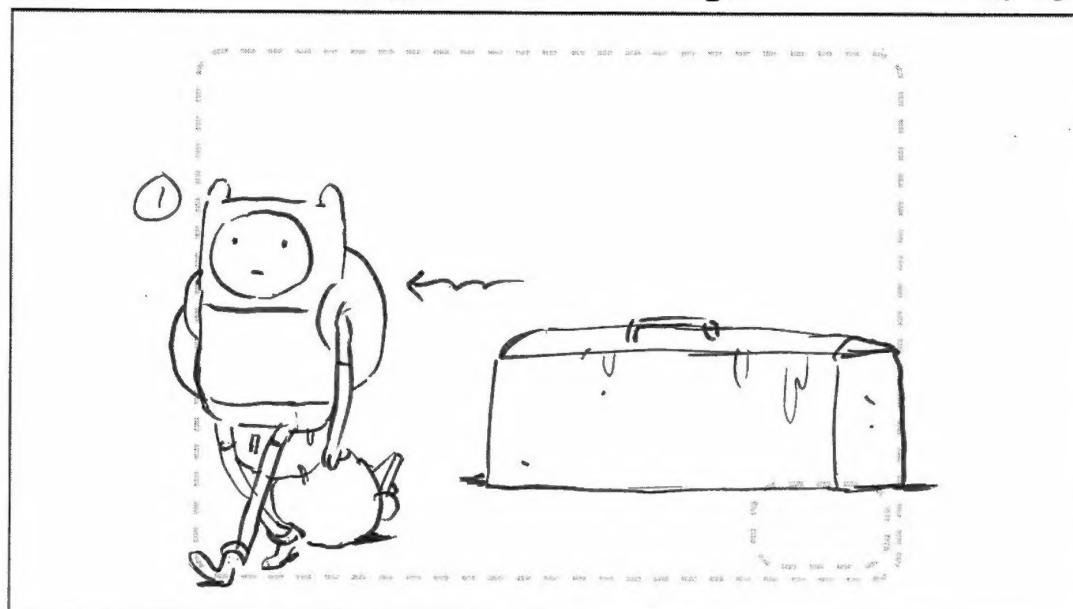
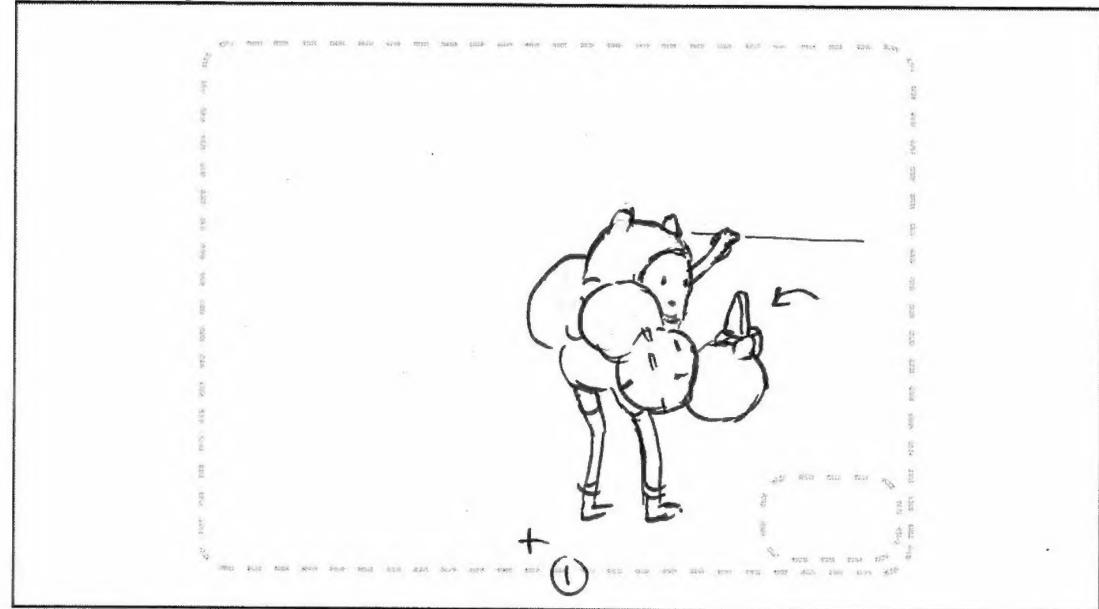
3

Pnl.

C

Bg.

day night



Dialog:

(F:) Asiago's like Parm...

Action:

Timing:



(F:) * humming tower song *

-Finn's arm drags on the ground.



Production :

1025-168

ADVENTURE TIME



Page 7

Sc.

4

Pnl.

A

Bg.

day night

Sc.

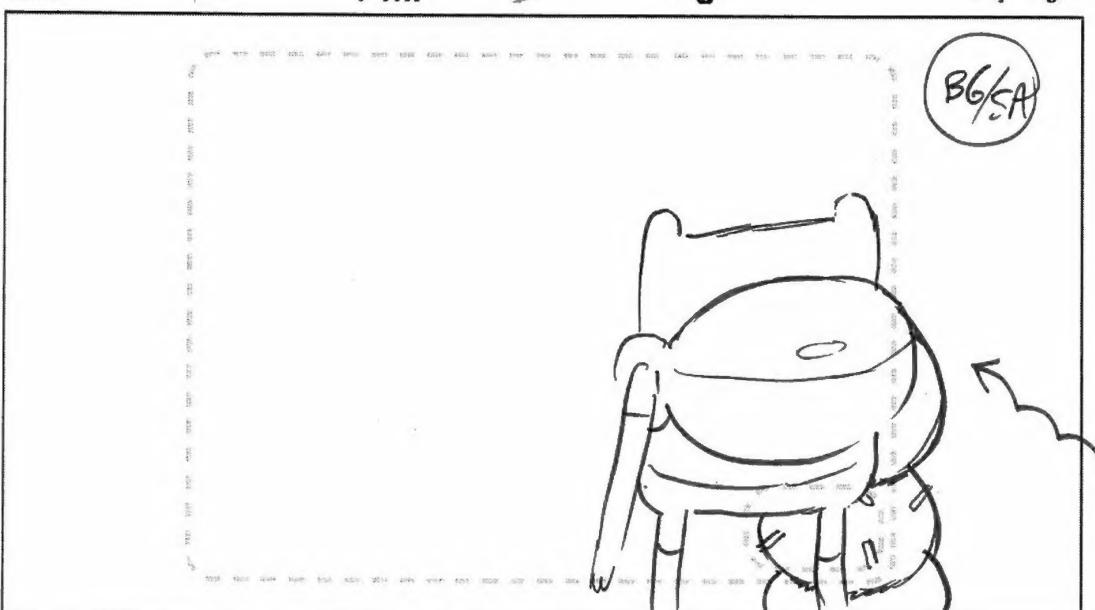
4

Pnl.

B

Bg.

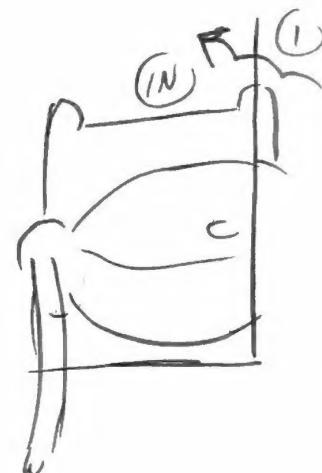
day night



Dialog:

(F) → * humming *

Action:



Timing:

Production :

1025-168

ADVENTURE TIME



Sc.

4

Pnl.

C

Bg.

day night

Sc.

4

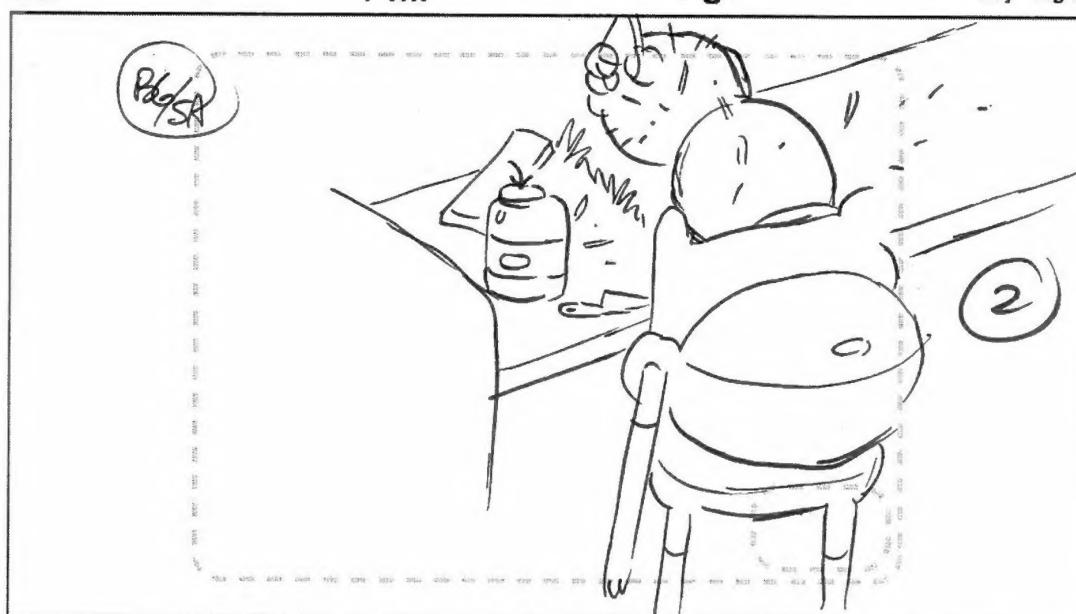
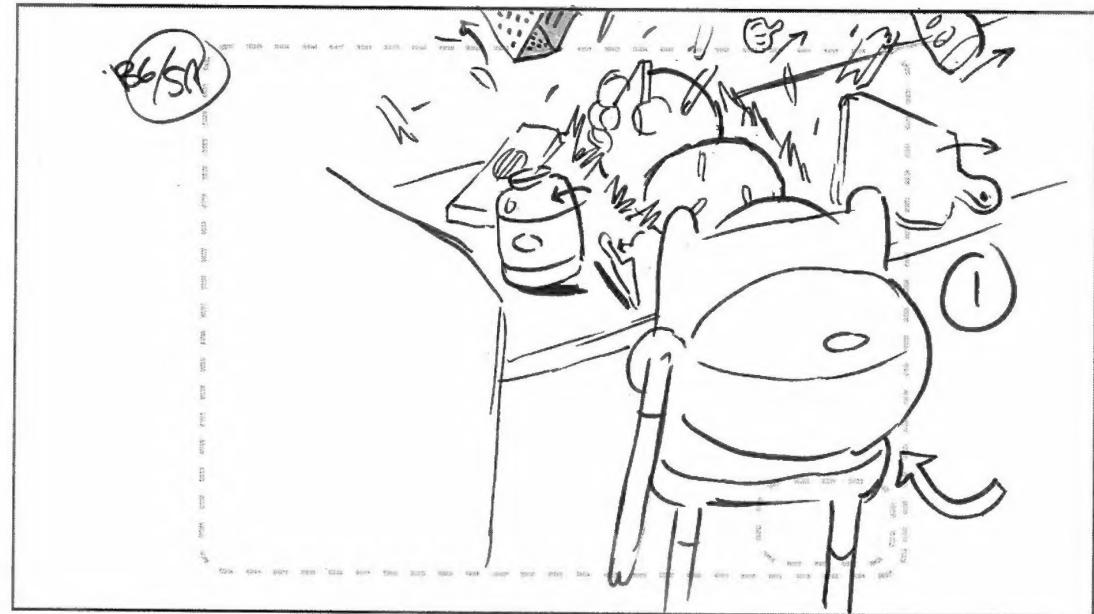
Pnl.

D

Bg.

Page

8



Dialog:

SFX: smash

Action: -Finn carelessly smashes through the counter when he raises his arm.

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

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Sc.

S

Pnl.

A

Bg.

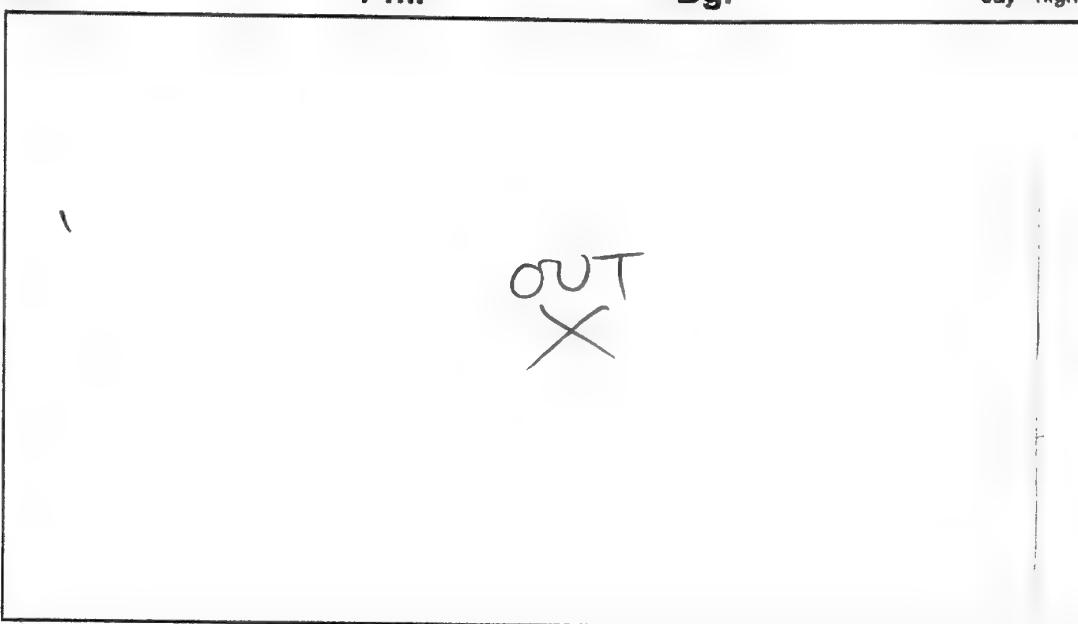
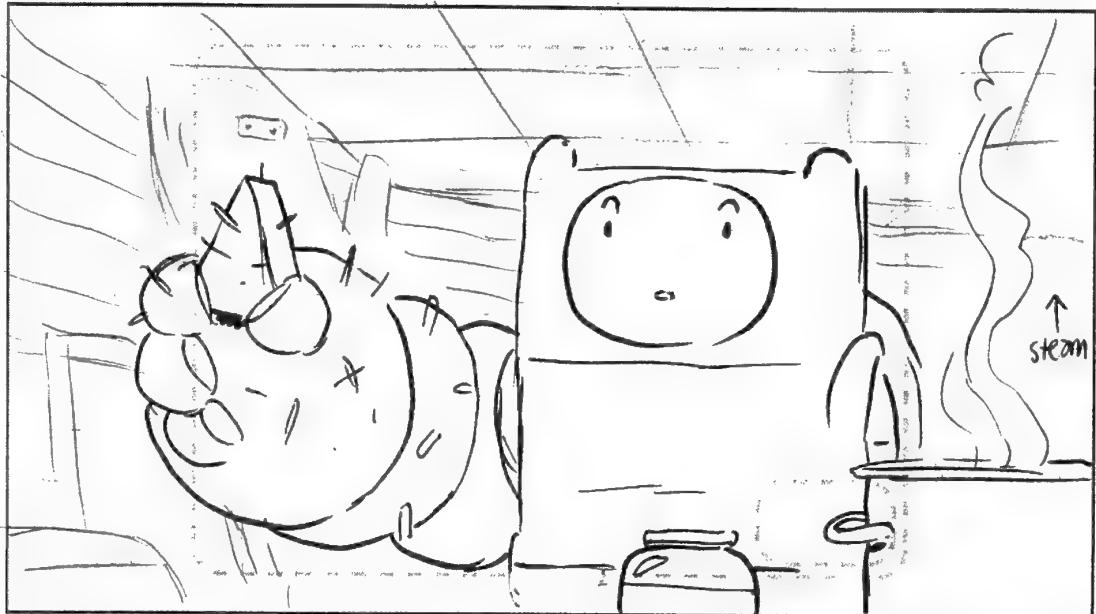
day night

Sc.

Pnl.

Bg.

Page 9
day night



Dialog:

F: Whoopsies

Action:

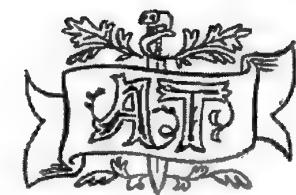
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

5

Pnl.

B

Bg.

day night

Sc.

5

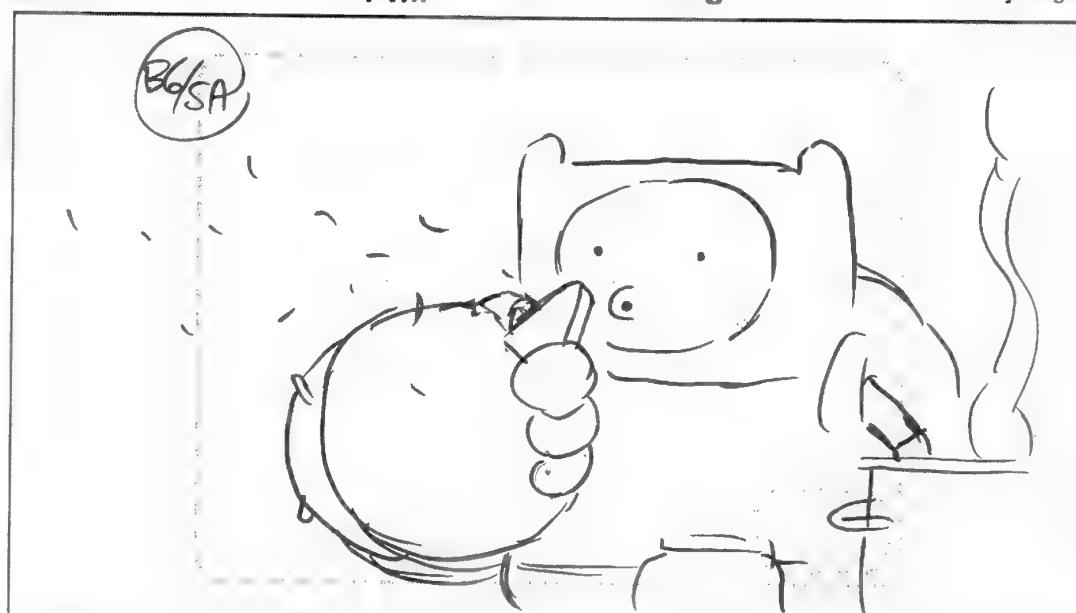
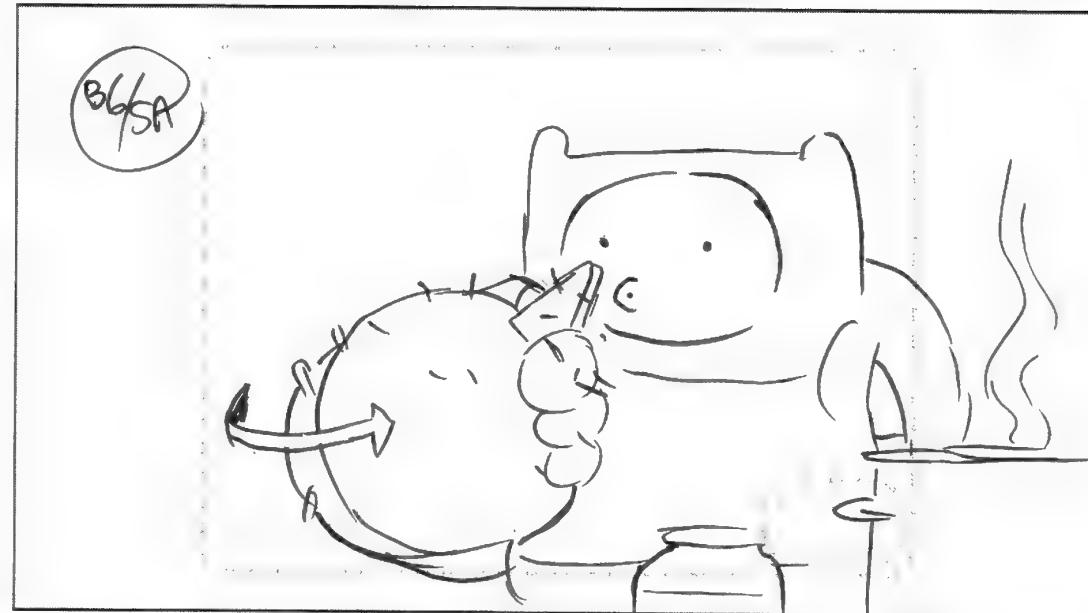
Pnl.

C

Bg.

Page 10

day night



Dialog:

(FINN) * phew *

Action:

- Finn blows splinters off the cheese

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 11

Sc.

5

Pnl.

D

Bg.

day night

Sc.

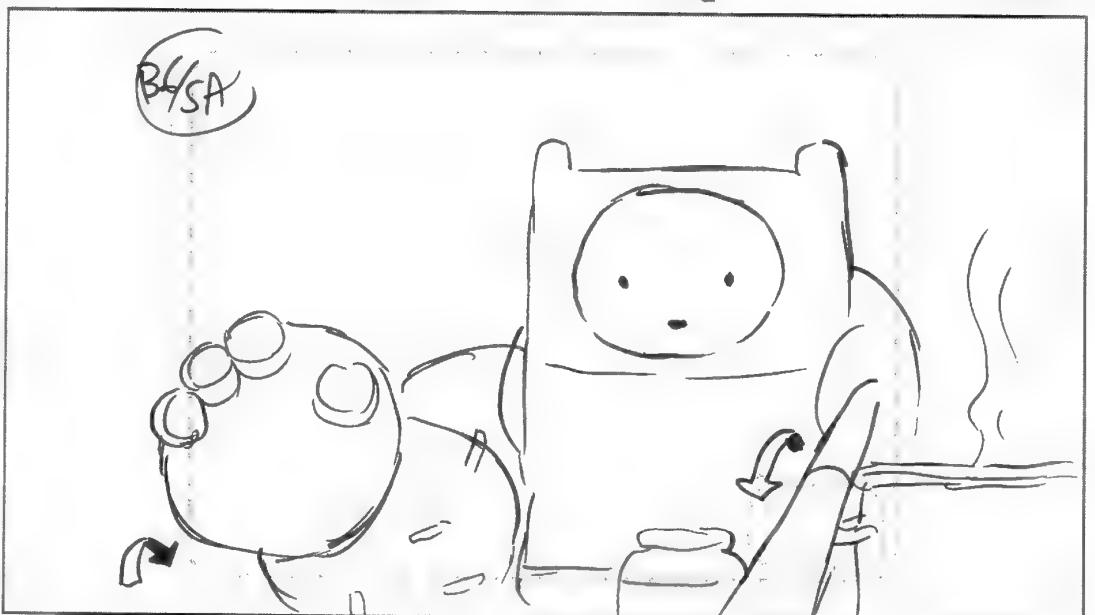
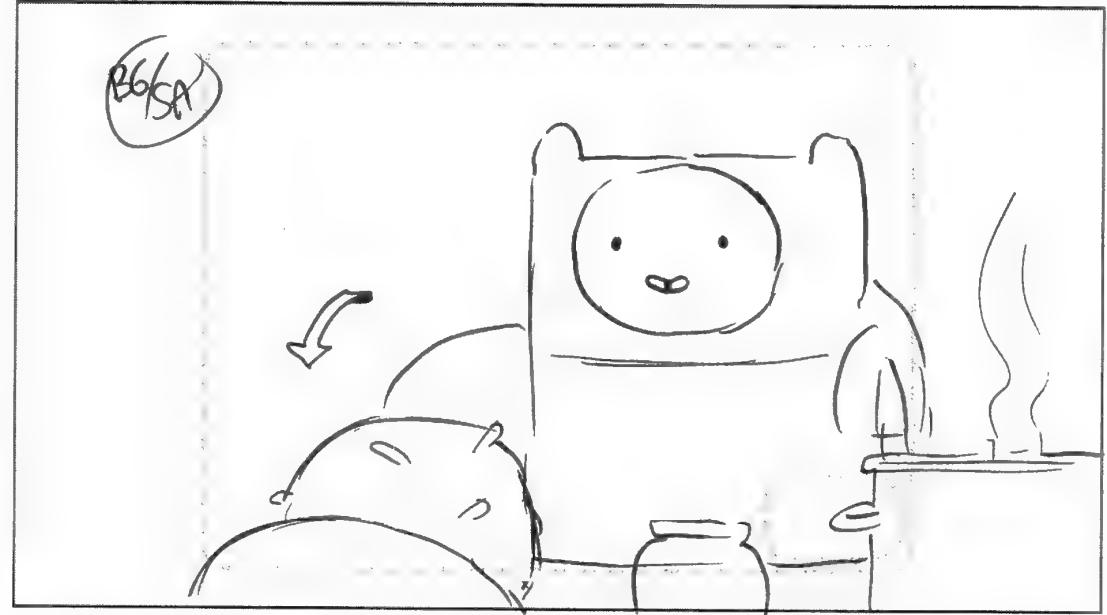
5

Pnl.

E

Bg.

day night



Dialog:

(F) heh heh

(F:) okay, →

Action:

- Finn sets down the cheese

- Finn reaches for the spaghetti

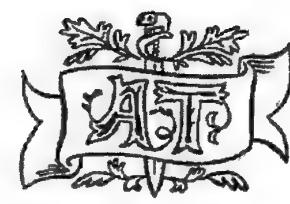
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



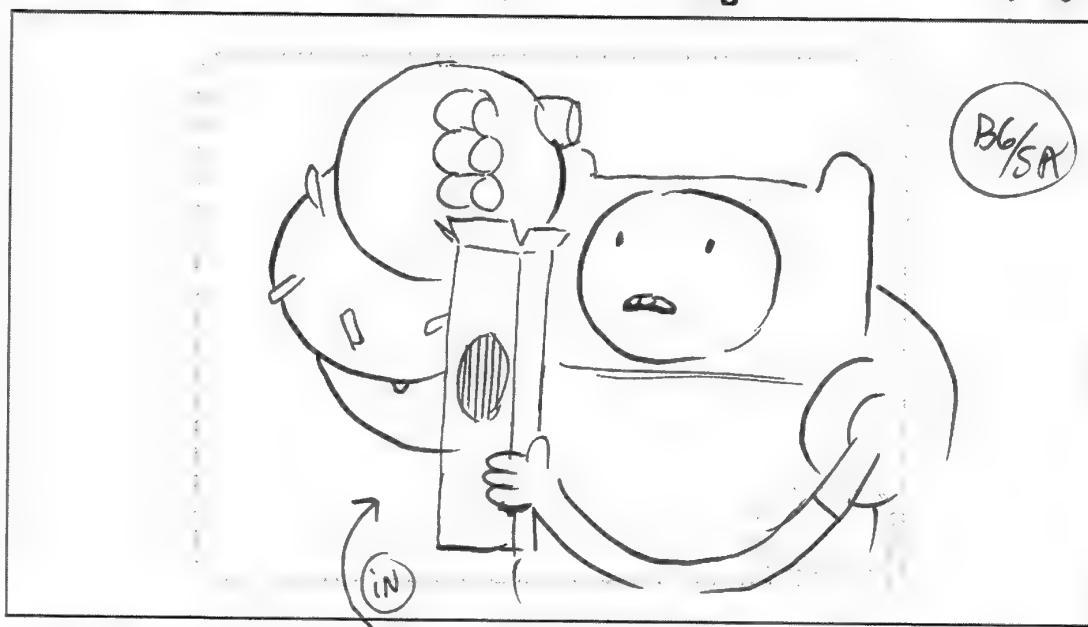
Sc.

5

Pnl. F

Bg.

day night



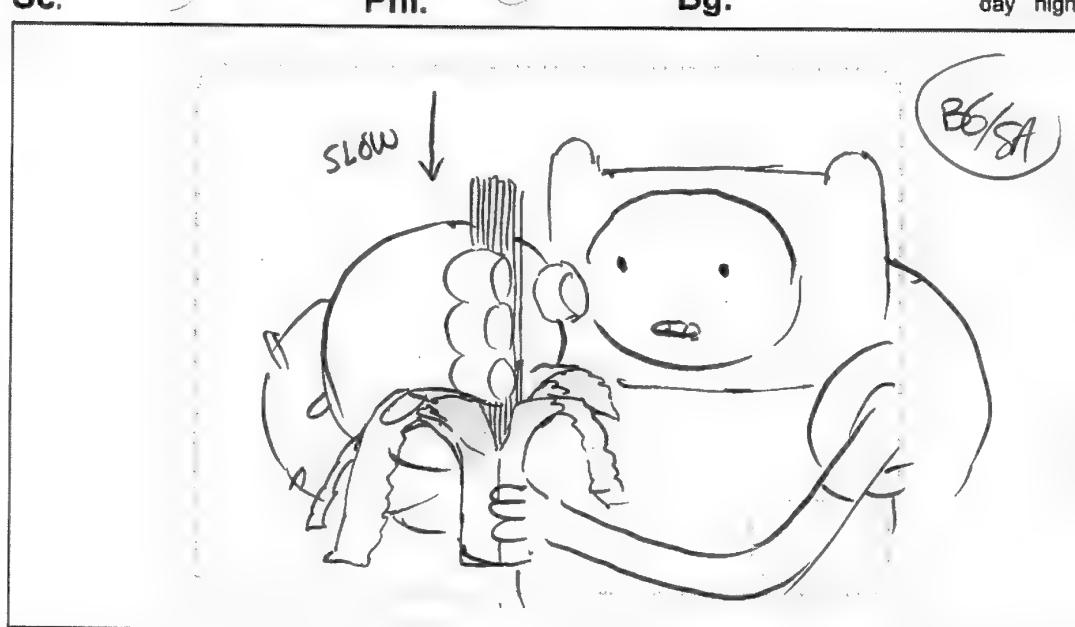
Sc.

5

Pnl. G

Bg.

day night



Dialog:

(F)

now, easy does it...

SFX: rrrr; iiii ppp

(F) ehhh...

Action:

- Finn's fat hand tears the cardboard apart as it slides down the spaghetti noodles.

Timing:

Production :

1025-168

Page 12

EPISODE #

ADVENTURE TIME



Page 13

Sc.

Pnl.

Bg.

day night

Sc.

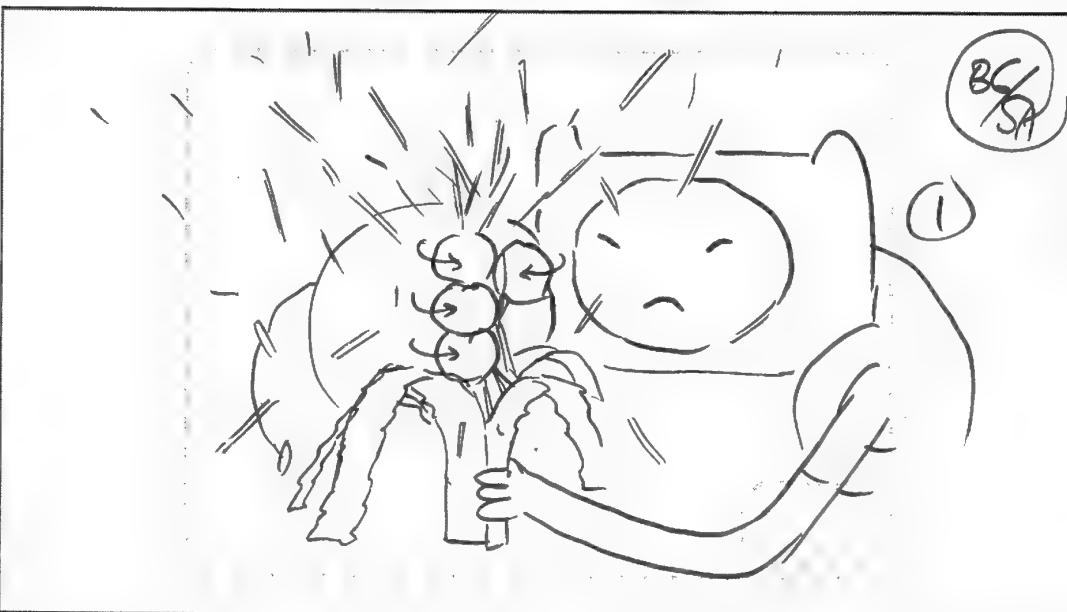
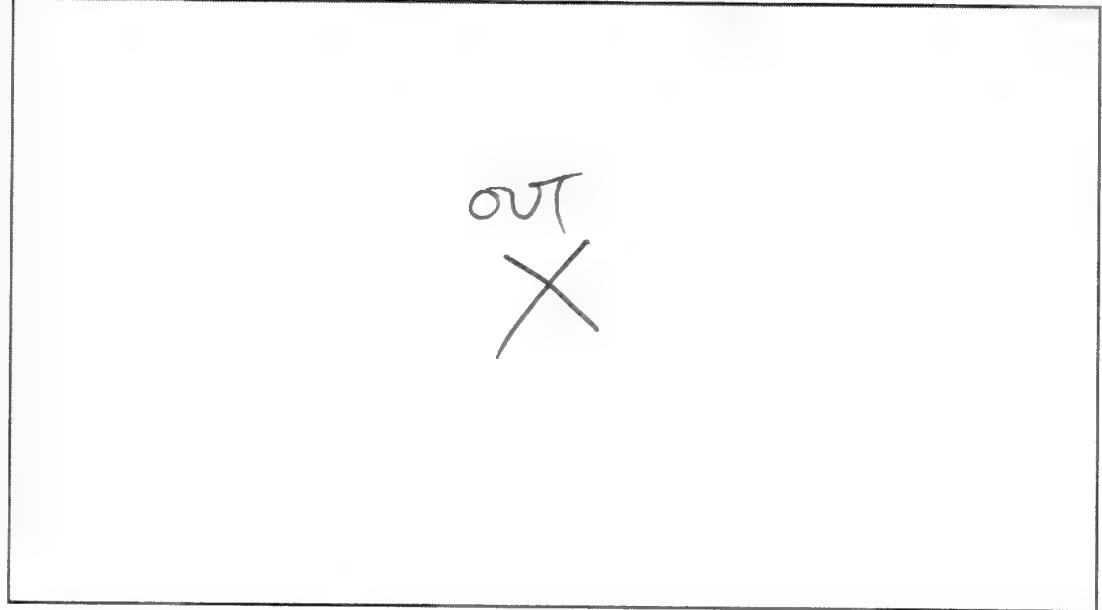
S

Pnl.

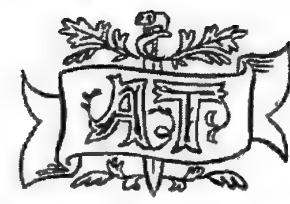
H

Bg.

day night



ADVENTURE TIME



Sc.

Pnl. A

Bg.



day night

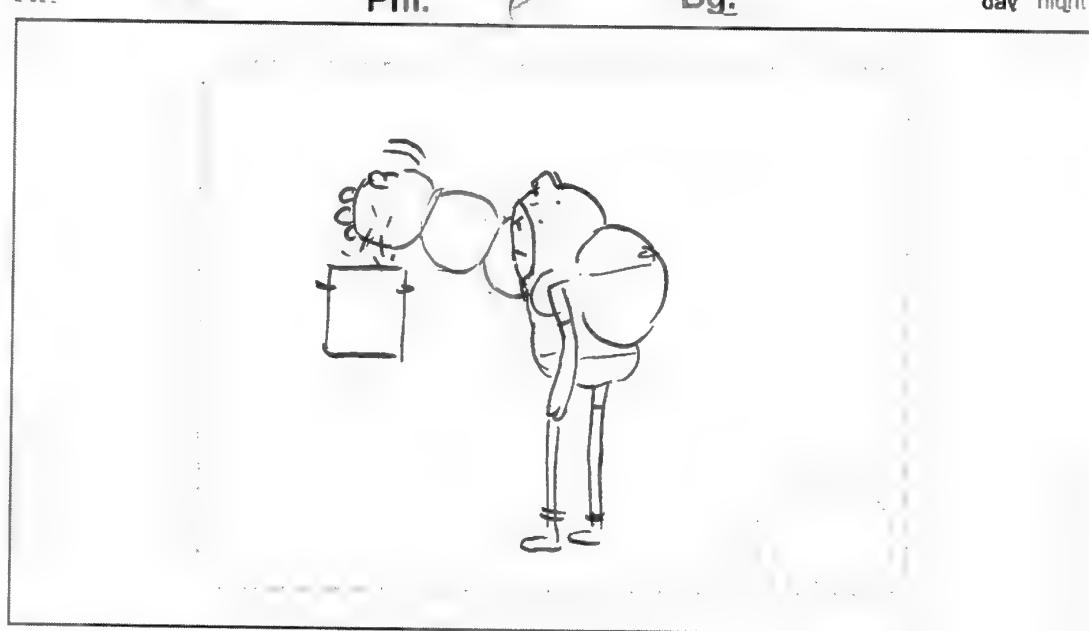
Sc.

Pnl. B

Bg.

day night

Page 14



Dialog:



Action:

- finn drops the spaghetti fragments
in the water.

Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 15

Sc.

6

Pnl.

C

Bg.

day night

Sc.

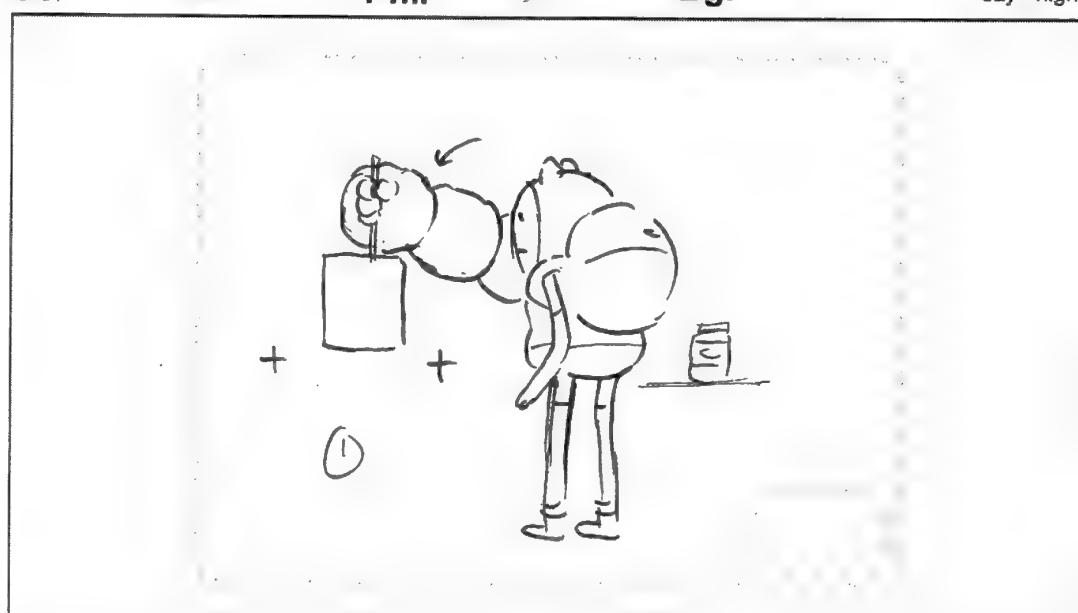
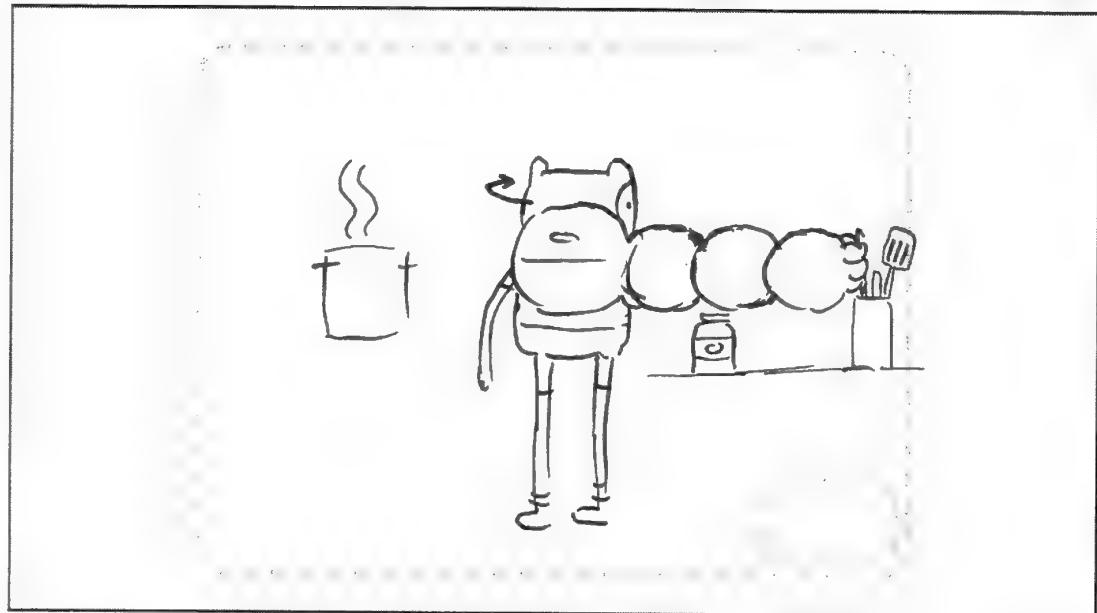
6

Pnl.

D

Bg.

day night



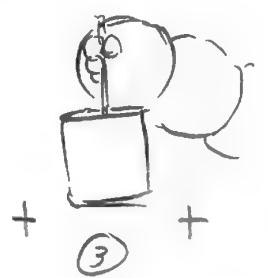
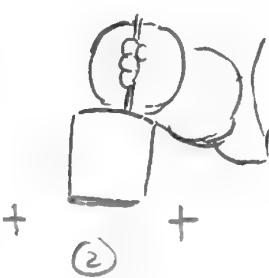
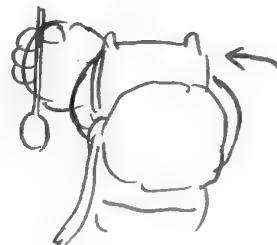
Dialog:



Action: - Finn grabs a wooden spoon.

- stirring happens VERY FAST - about a second from pose (2) to pose (7)

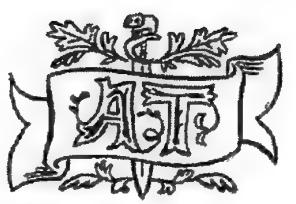
Timing:



1025-168

EPISODE #

ADVENTURE TIME



Sc.

6

Pnl.

E

Bg.

day night

Sc.

6

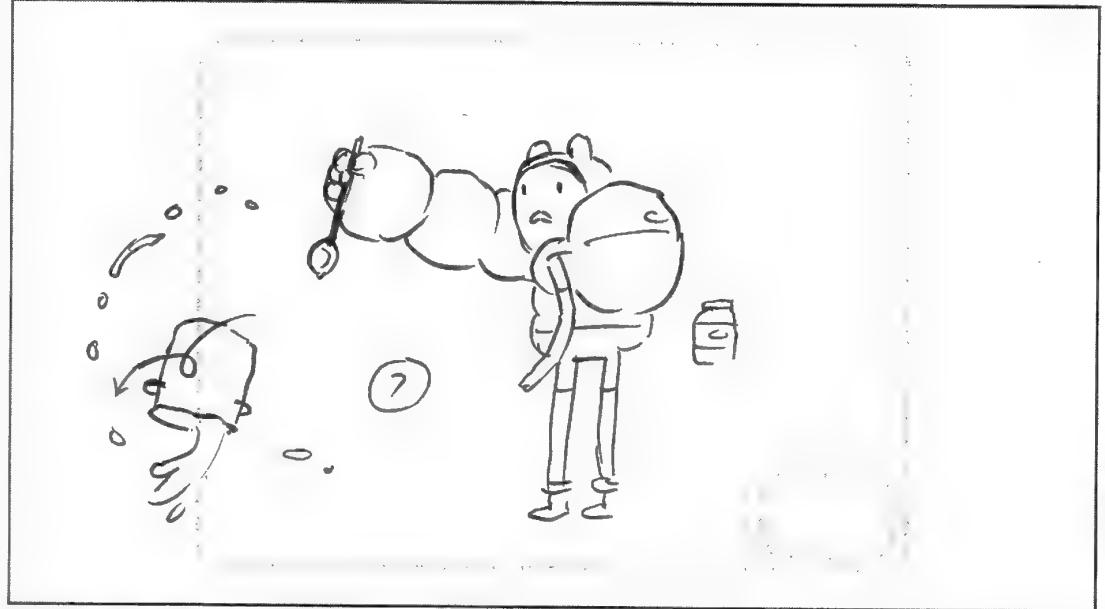
Pnl.

F

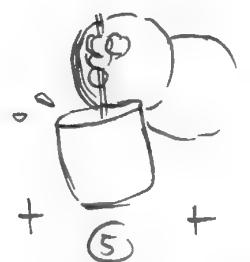
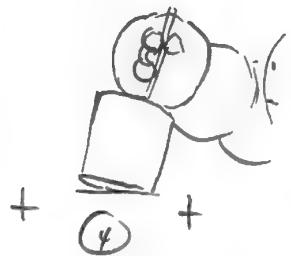
Bg.

Page 16

day night



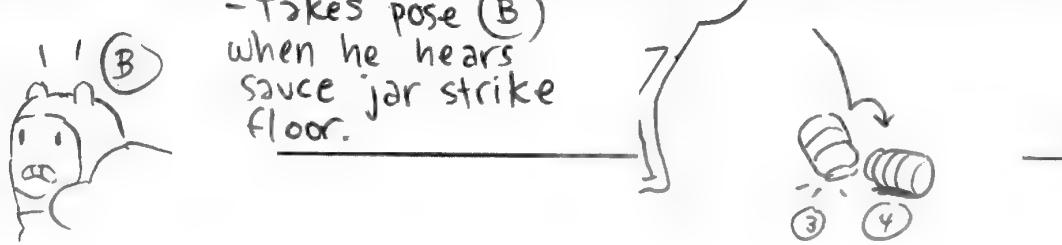
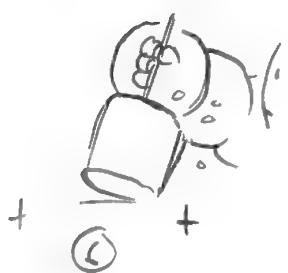
Dialog:



Action:

- Finn flinches/cringes when the pot hits the ground, thus hitting the sauce jar with his candy elbow

Timing:



- Takes pose (B) when he hears sauce jar strike floor.

Production :

EPISODE # 1025-168

ADVENTURE TIME

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Sc.

6

Pnl.

G

Bg.

day night



Page 17

Sc.

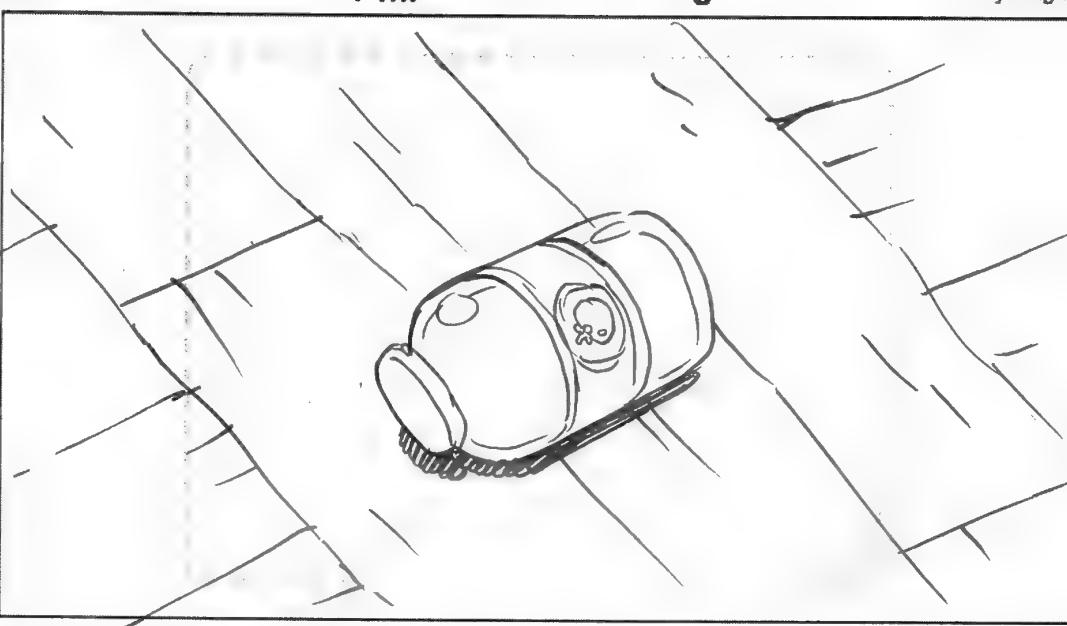
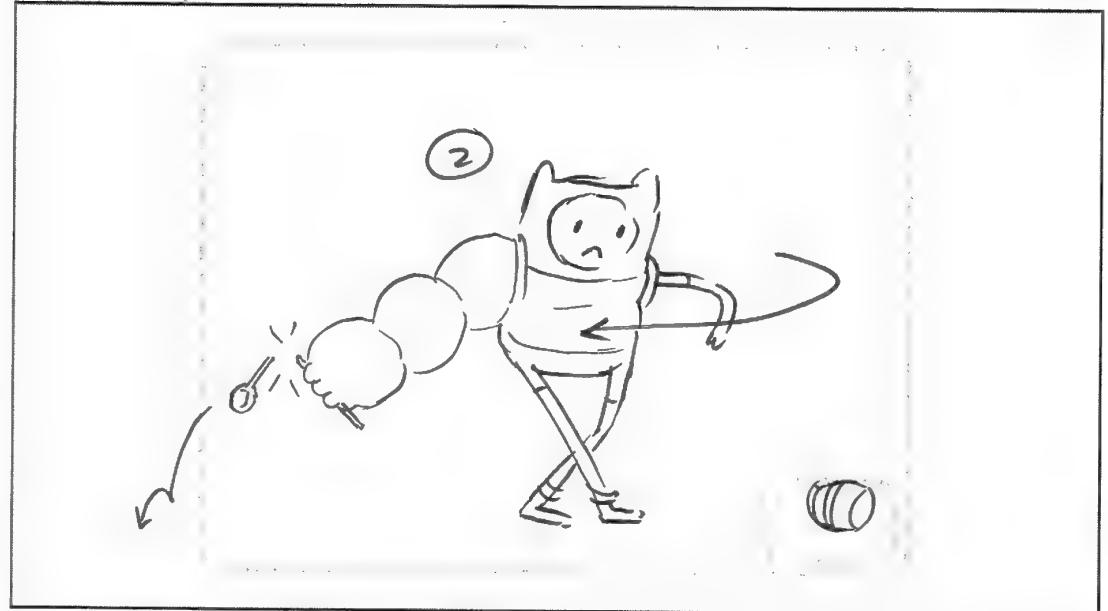
7

Pnl.

A

Bg.

day night



Dialog:

SFX: SNAP
(spoon breaks)

Action: Finn spins when he hears the bottle hit the floor-

Timing: Spoon snaps when it hits stove.



Production :

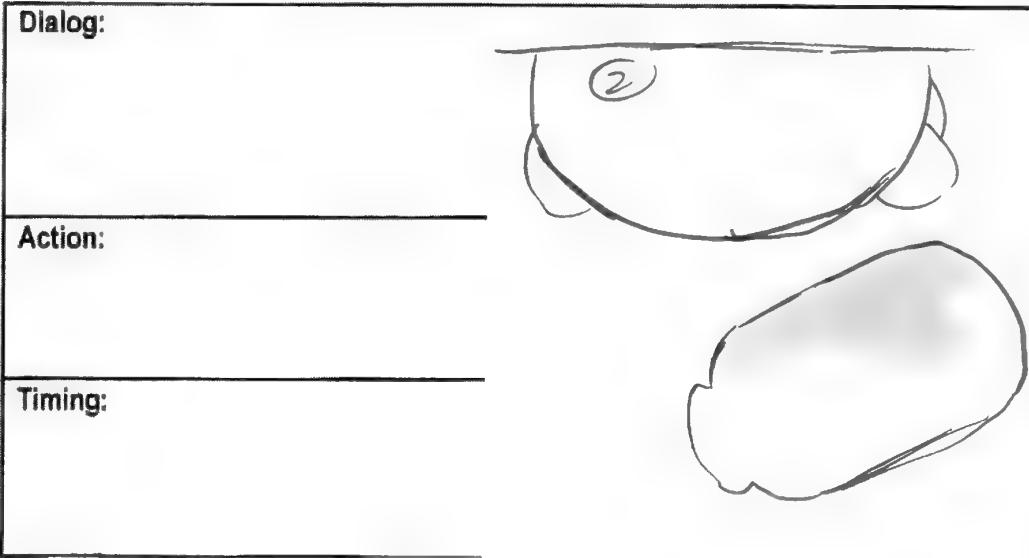
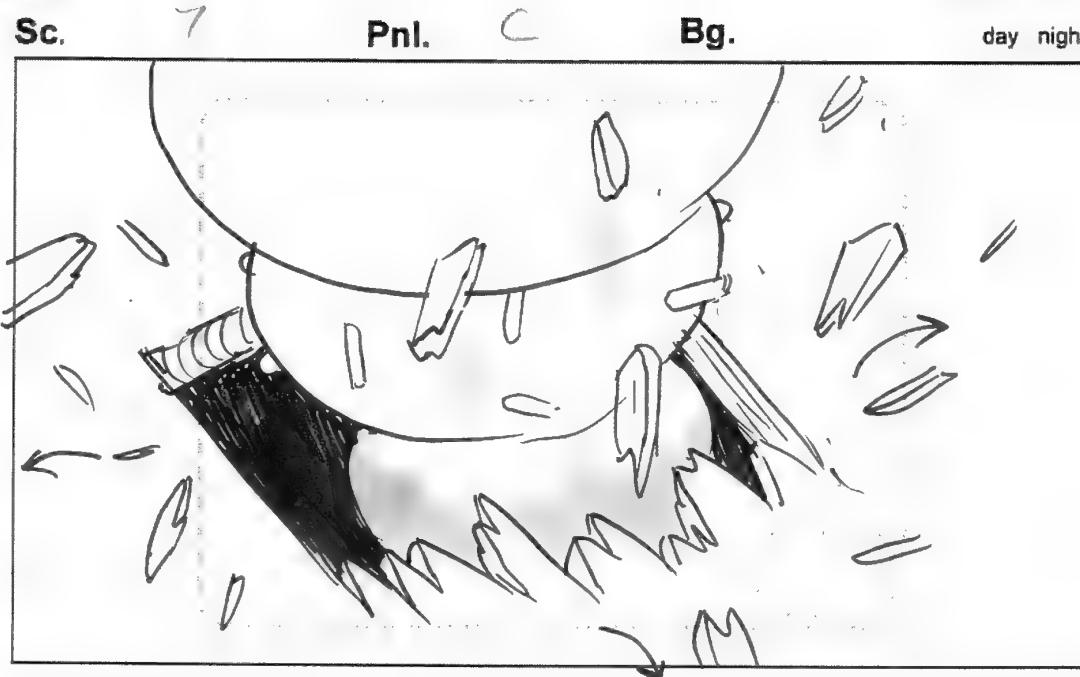
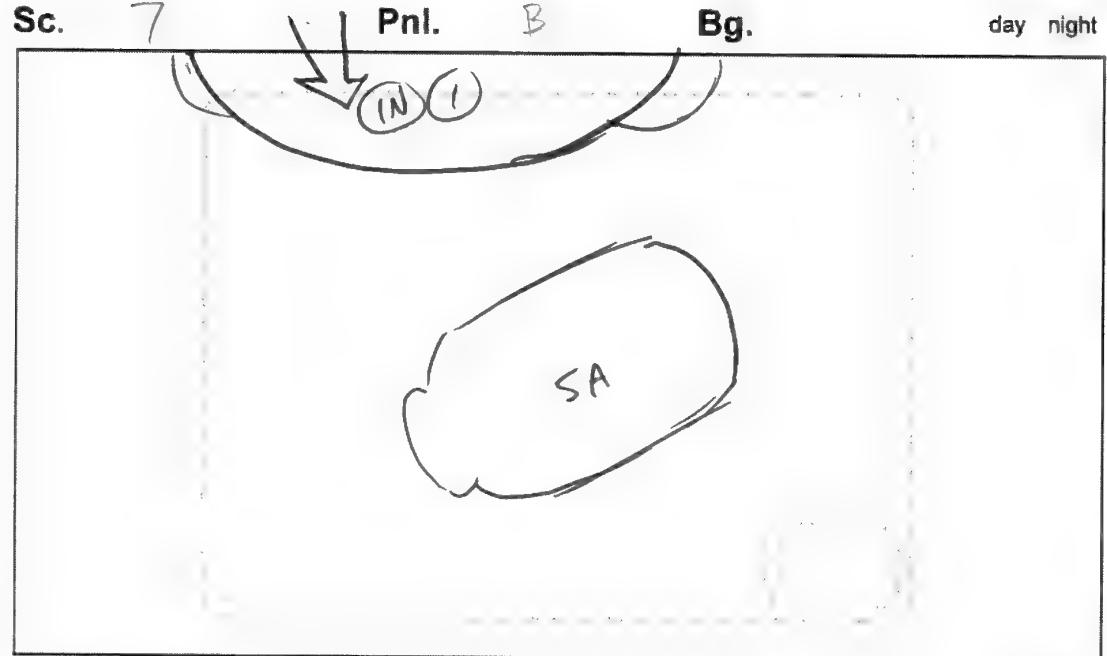
EPISODE #

1025-168

ADVENTURE TIME



Page 18



- Finn reaches for the sauce, but reaches too far, smashing the floor.

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 19

Sc.

7

Pnl.

D

Bg.

day night



Sc.

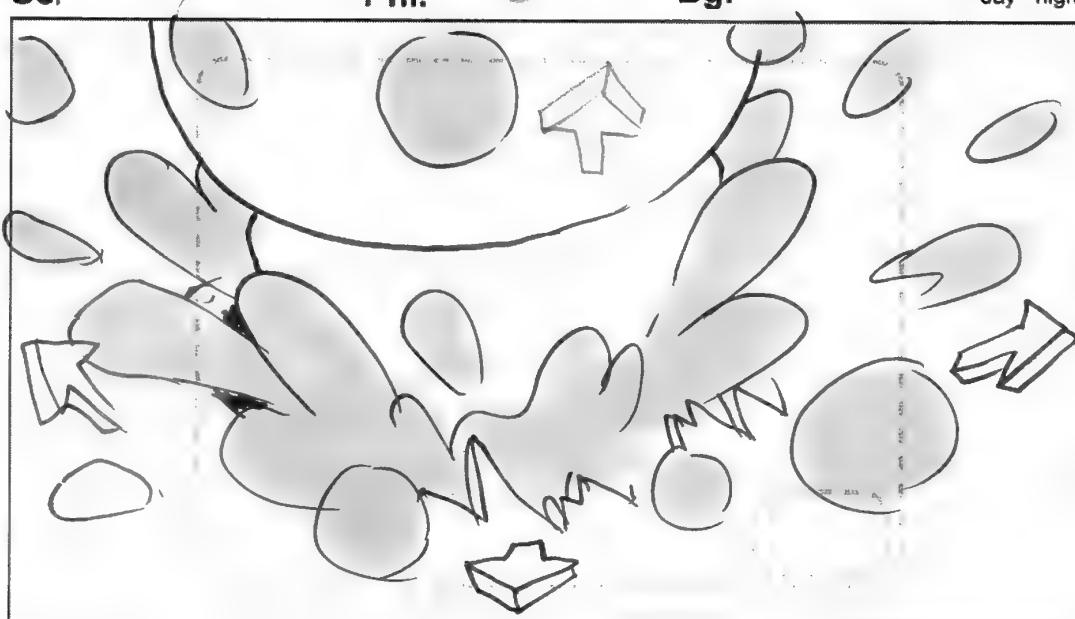
7

Pnl.

E

Bg.

day night



Dialog:

- BEAT -

SFX: * GLASS BREAK *
* SPLAT *

Action:

- Sauce explodes from the broken bottle under the floor.

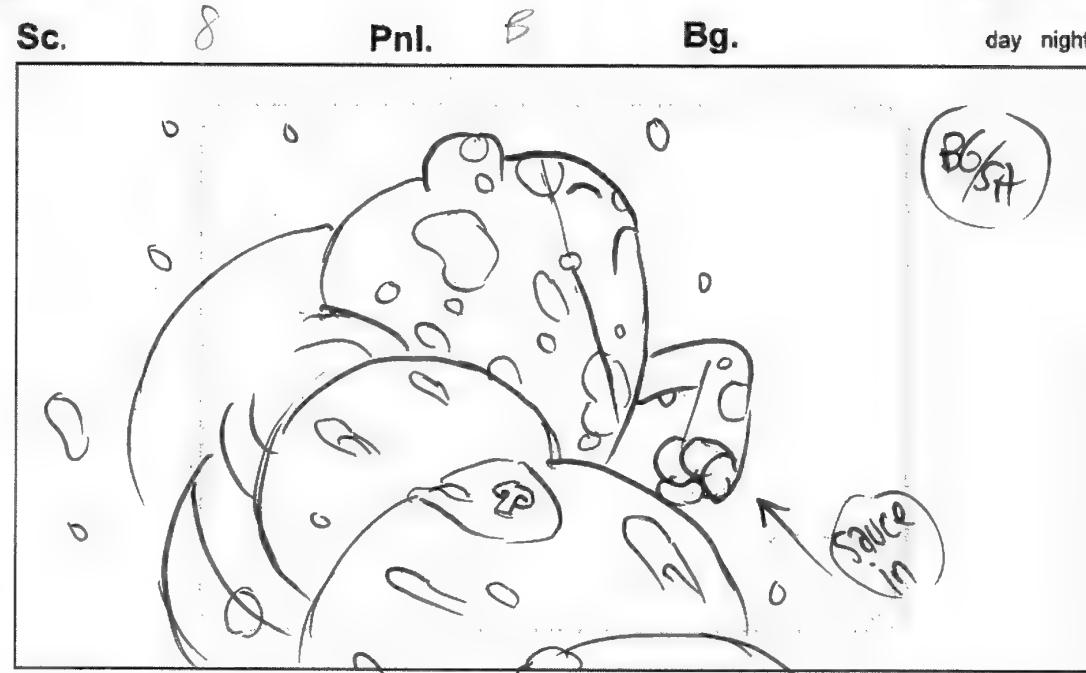
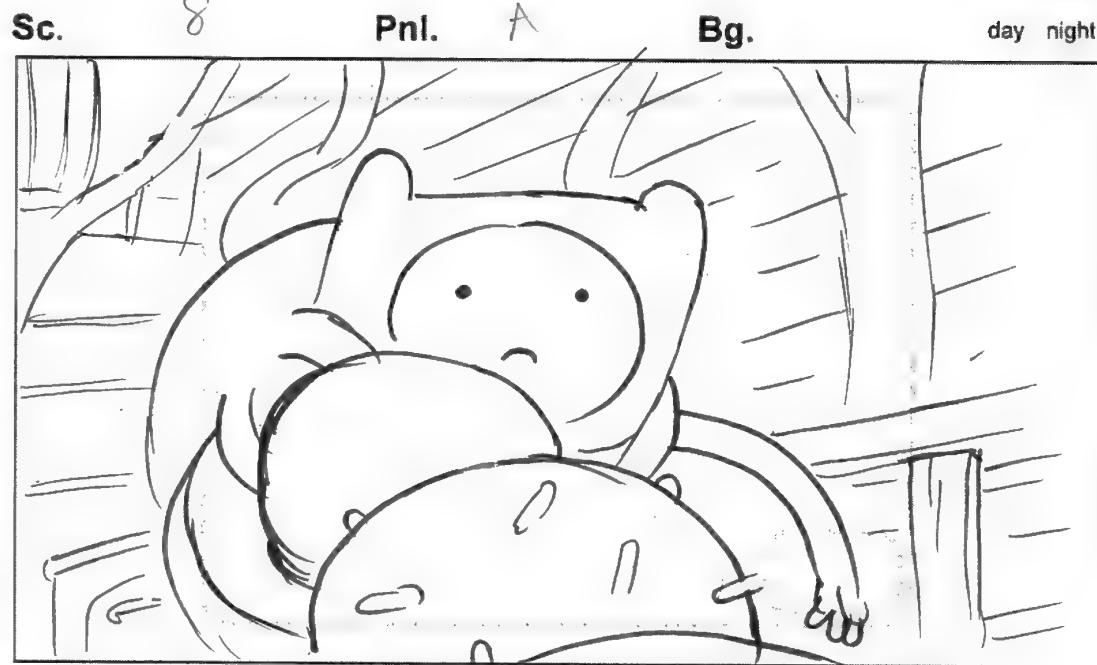
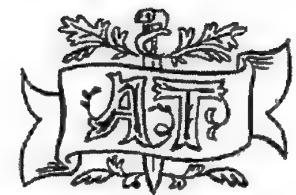
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 20

EPISODE # 1025-168

Production :

Dialog:

Action:

- Sauce splatters Finn.

Timing:

ADVENTURE TIME



Page 21

Sc.

8

Pnl.

C

Bg.

day night

Sc.

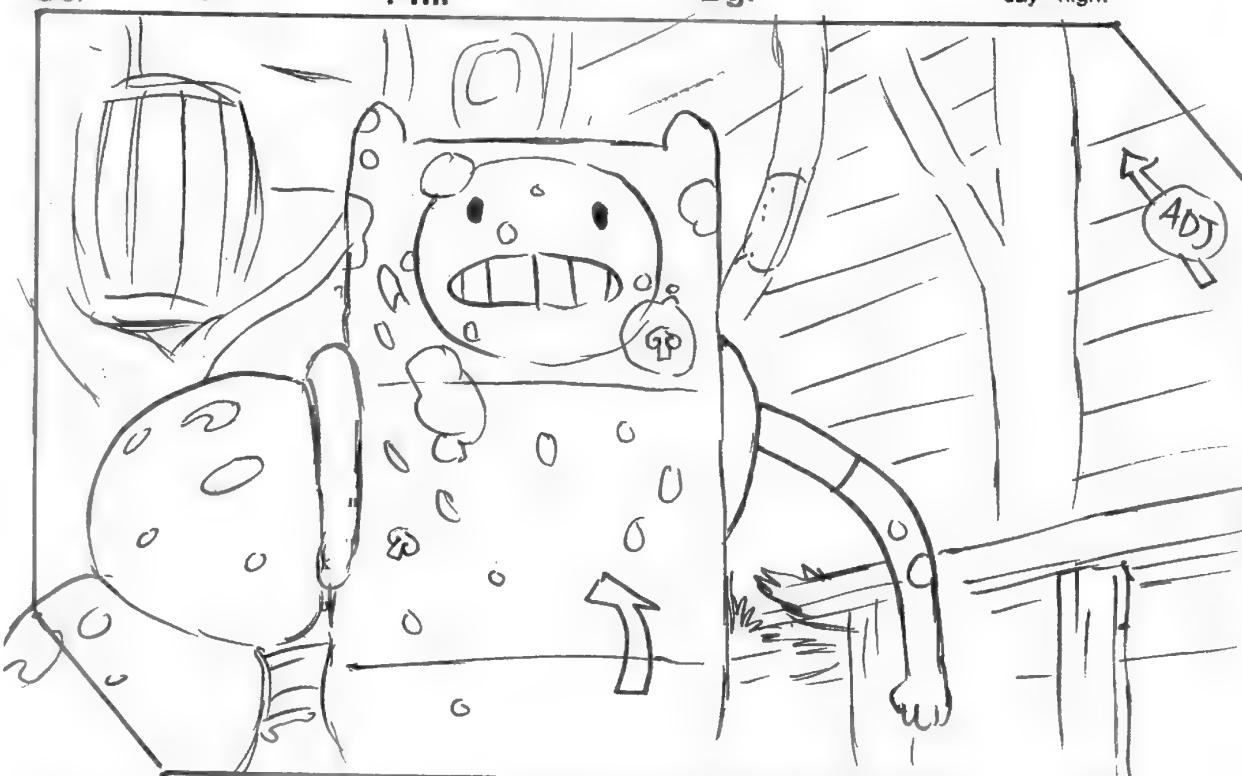
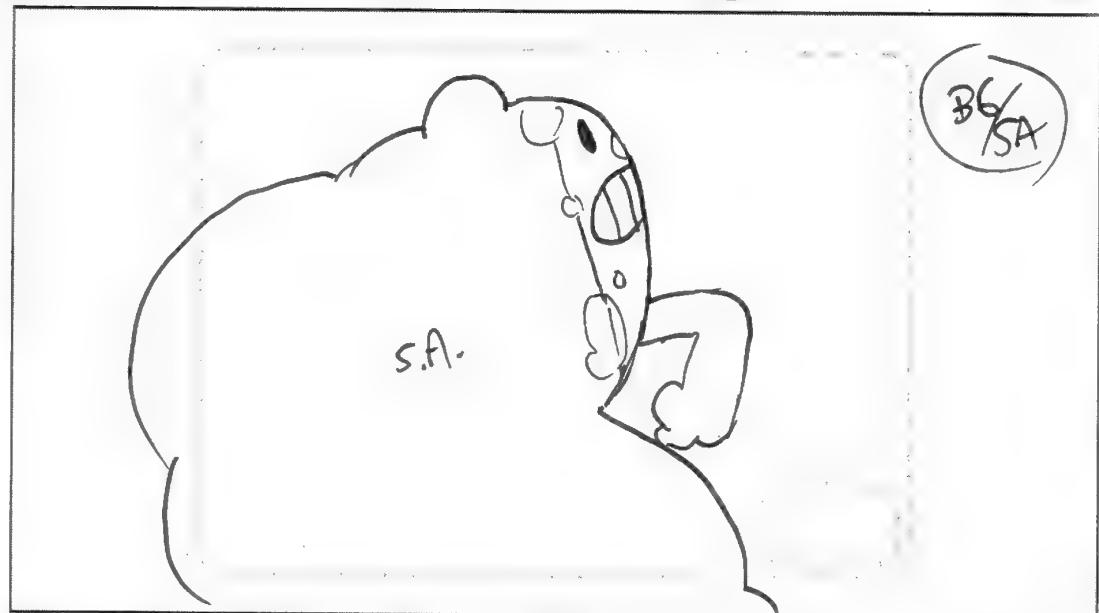
8

Pnl.

D

Bg.

day night



Dialog:

(F:) RRRRRR →

→ RRRRRRRR →

Action:

Timing:

Production :

1025-168

ADVENTURE TIME



Page 22

Sc.

9

Pnl.

A

Bg.

day night

Sc.

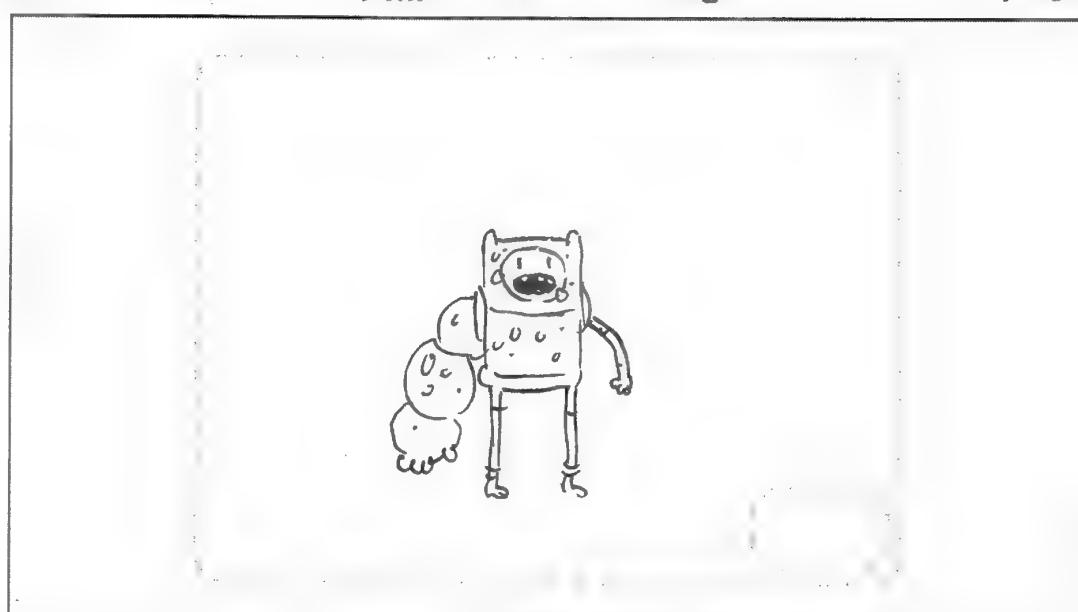
9

Pnl.

B

Bg.

day night



Dialog:

(F:) → RRRRRRRR → THANKS A LOT DA --

Action:

Finn vibrates with anger

Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



Page 23

Sc.

9

Pnl.

C

Bg.

day night

Sc.

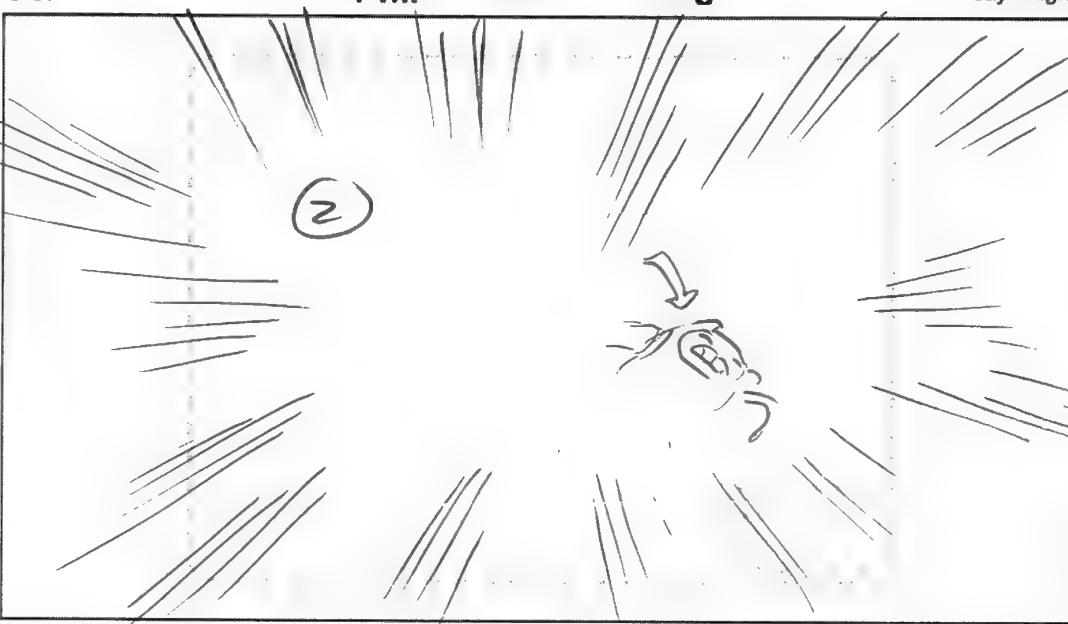
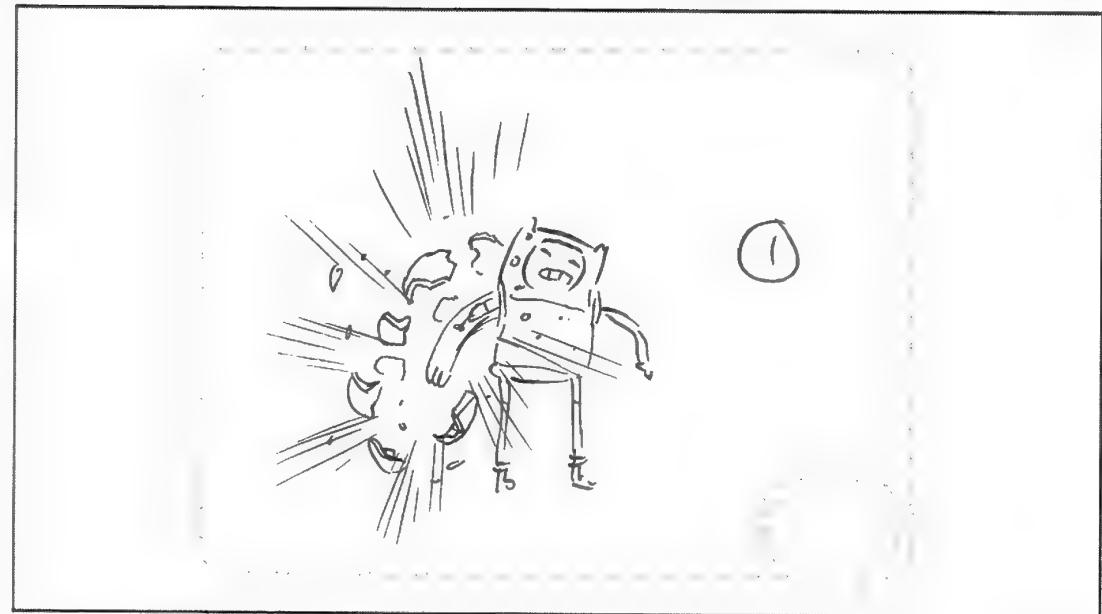
9

Pnl.

D

Bg.

day night



Dialog:

SFX: BOOOOM !

Action: - candy arm explodes

Finn is blown over as the screen goes white.

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

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Sc.

9

Pnl.

E

Bg.

day night



Page

24

Sc.

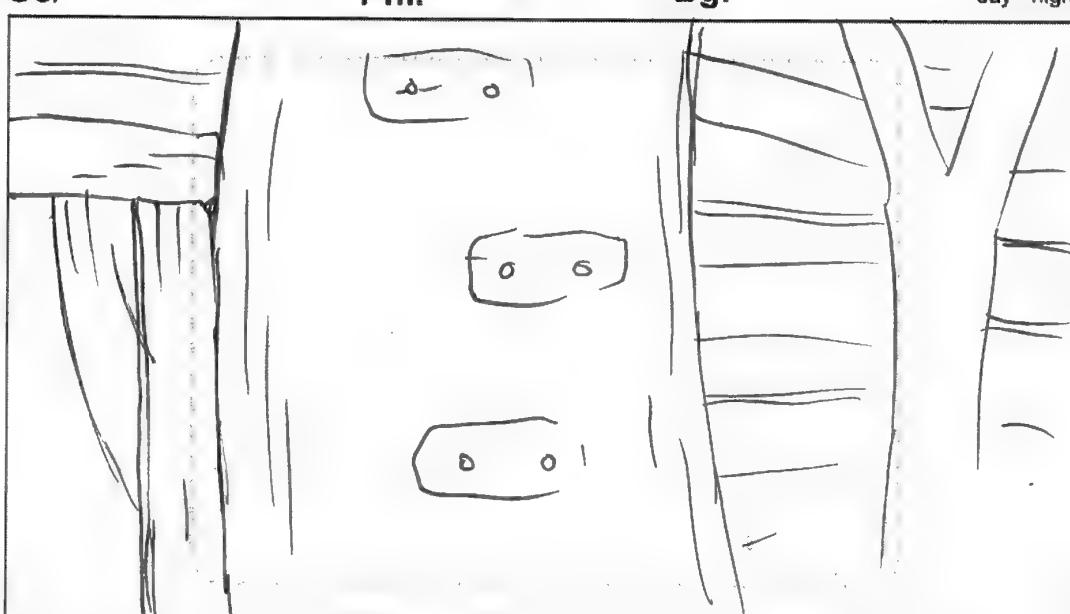
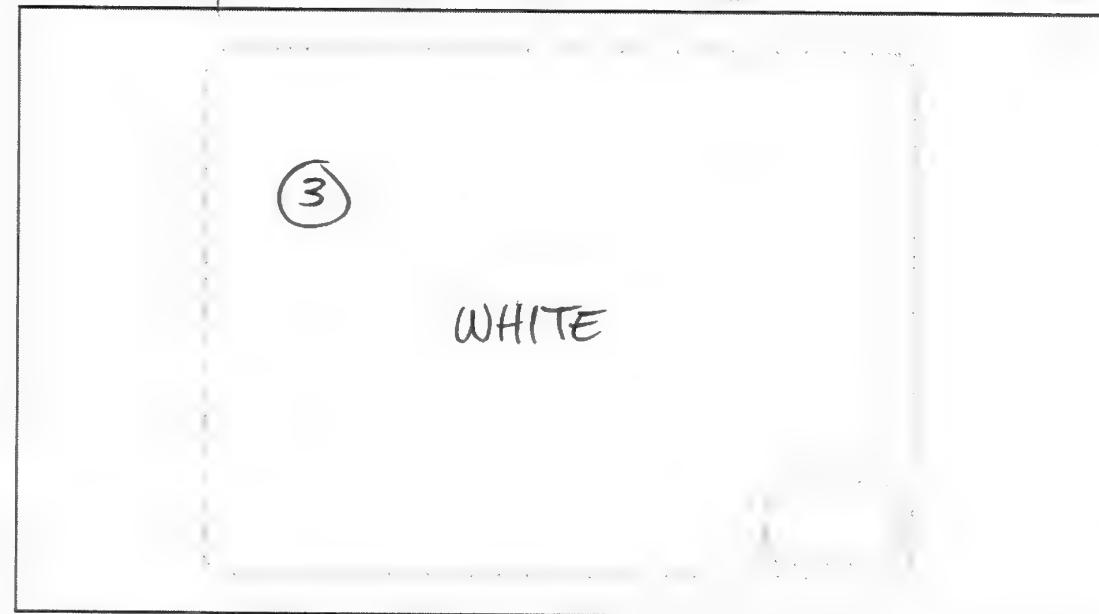
10

Pnl.

A

Bg.

day night



Dialog:

JAKE (OS): Finn?

Action:

Timing:

EPISODE #

Production :

1025-162

ADVENTURE TIME



Page 25

Sc.

10

Pnl.

B

Bg.

day night

Sc.

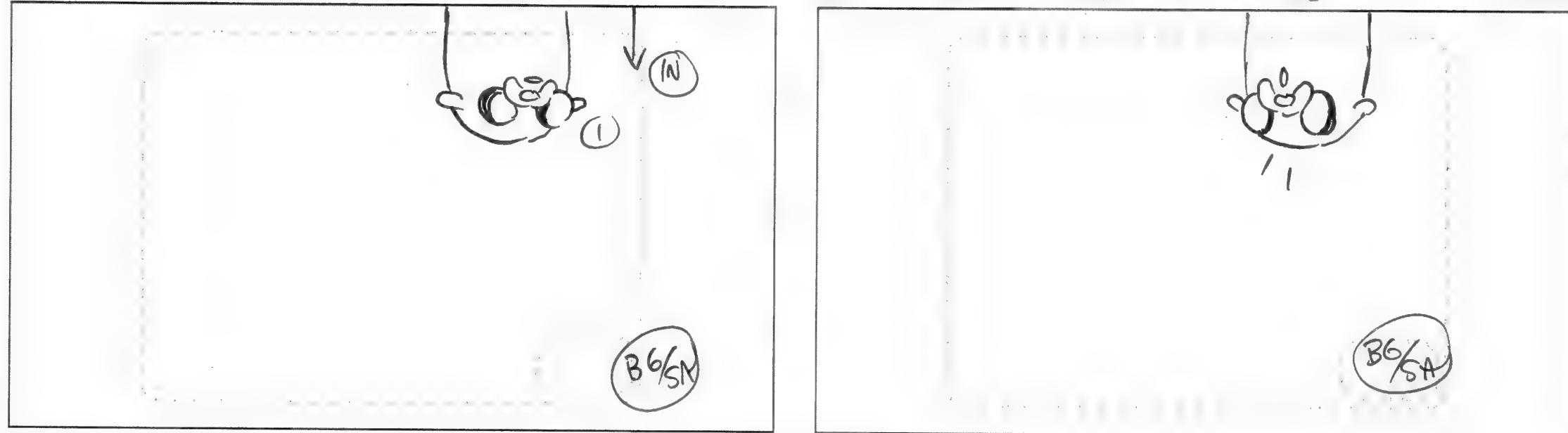
10

Pnl.

C

Bg.

day night



Dialog:

J: ⁽¹⁾What's going on? Is the spaghetti ₍₂₎ all ri - → WtIOA!

Action:



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

11

Pnl.

A

Bg.

day night

Sc.

11

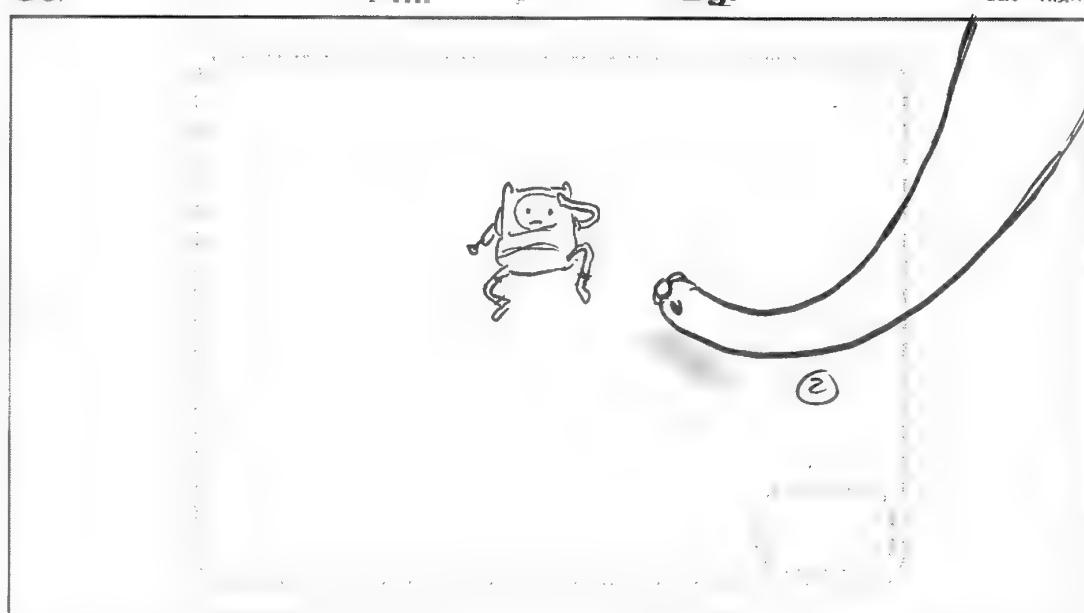
Pnl.

B

Bg.

day night

Page 26



Dialog:

(J.) Finn what happened?

Action:



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 27

Sc.



12

Pnl.

A

Bg.

day night

Sc.

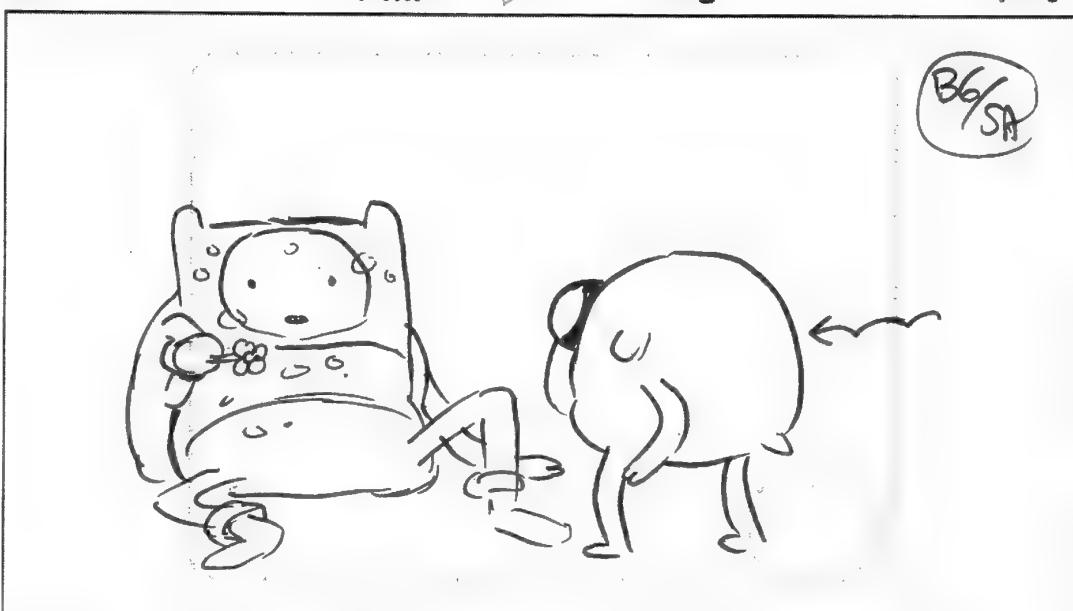
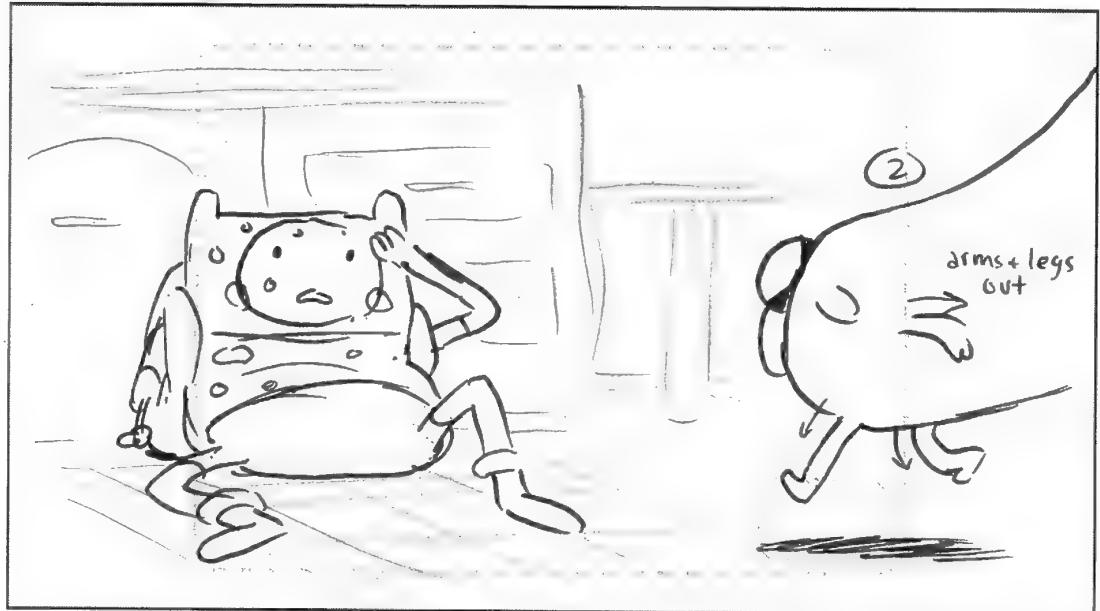
12

Pnl.

B

Bg.

day night



Dialog:

(F) I ... messed
up the spaghetti ... →

Action:



Timing:

(F) → then I got mad →

Production :

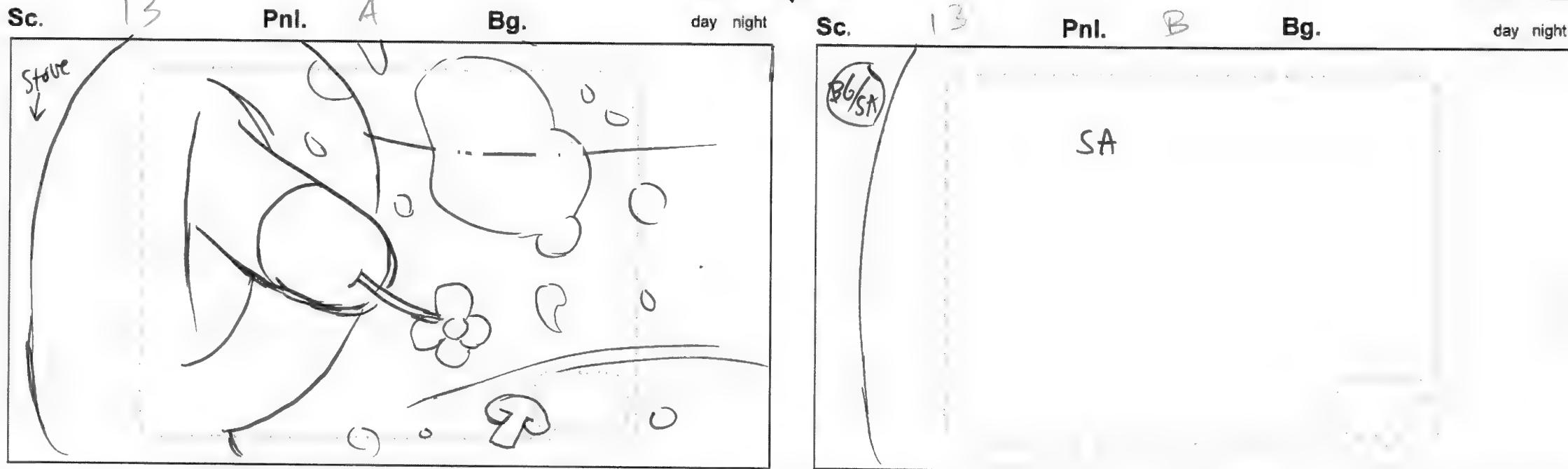
1025-168

EPISODE #

ADVENTURE TIME



Page 28



Dialog:

→ and PB's candy arm exploded.

J. OS * pssh! *

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

14

Pnl.

A

Bg.

day night



Sc.

15

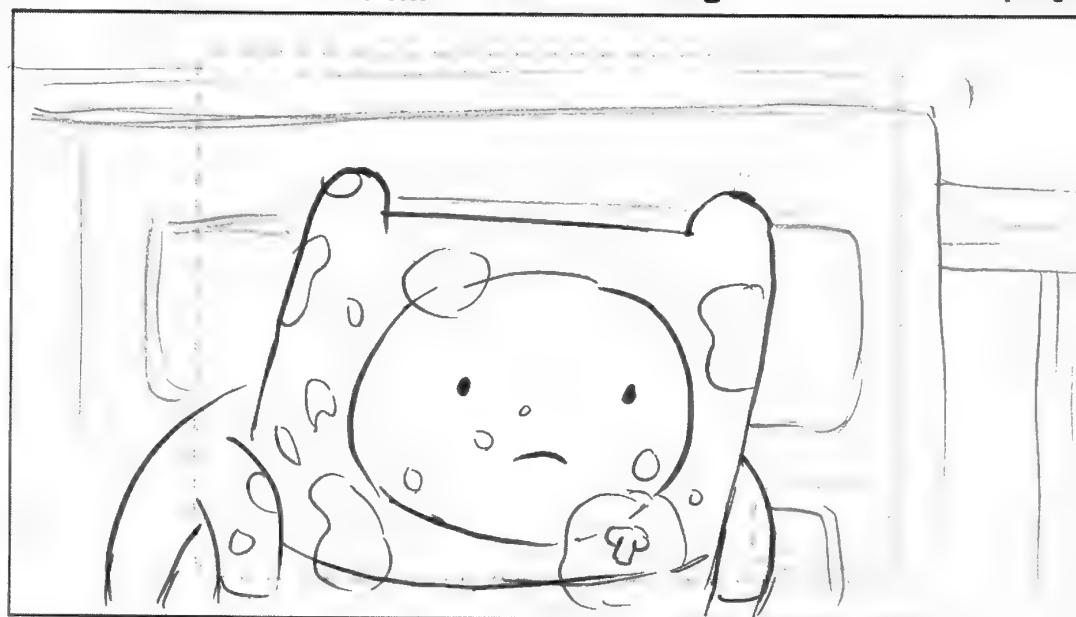
Pnl.

A

Bg.

Page 29

day night



Dialog:

J: man, I knew that → arm was bogus.

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

15

Pnl. B

Bg.

day night

Sc.

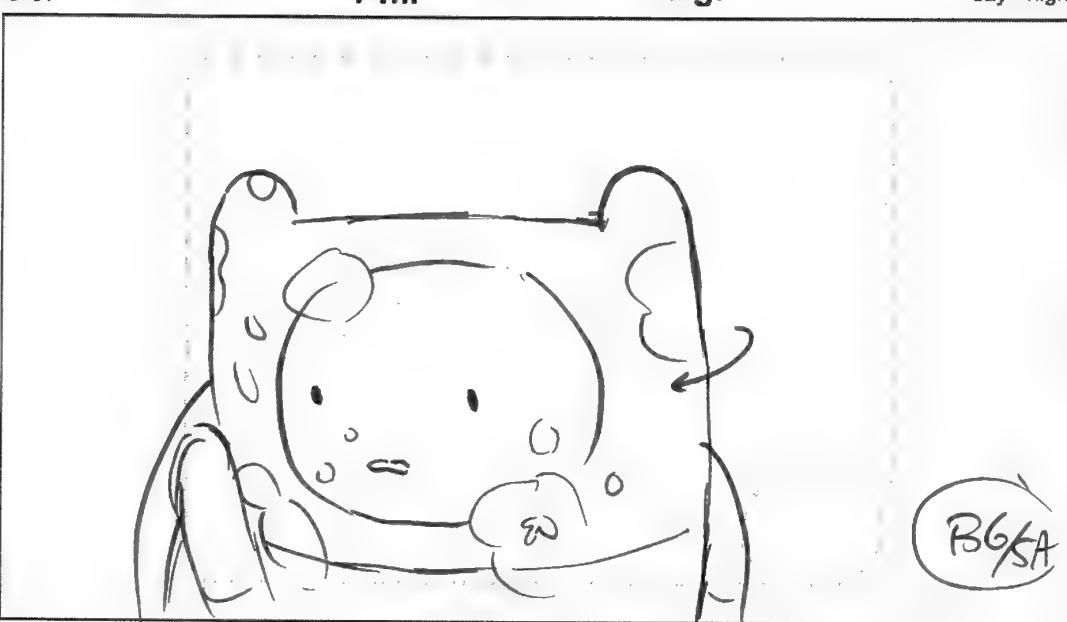
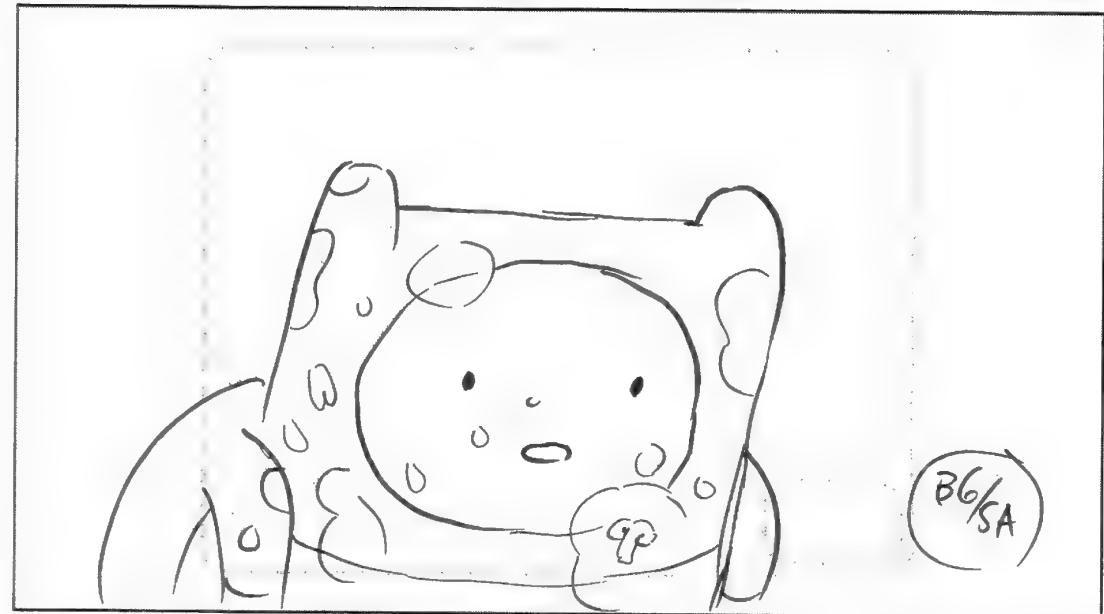
15

Pnl. C

Bg.

Page 30

day night



Dialog:

(F:) yeah... →

(F:) it wasn't the greatest... →

Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Sc.

15

Pnl.

D

Bg.

day night

Sc.

16

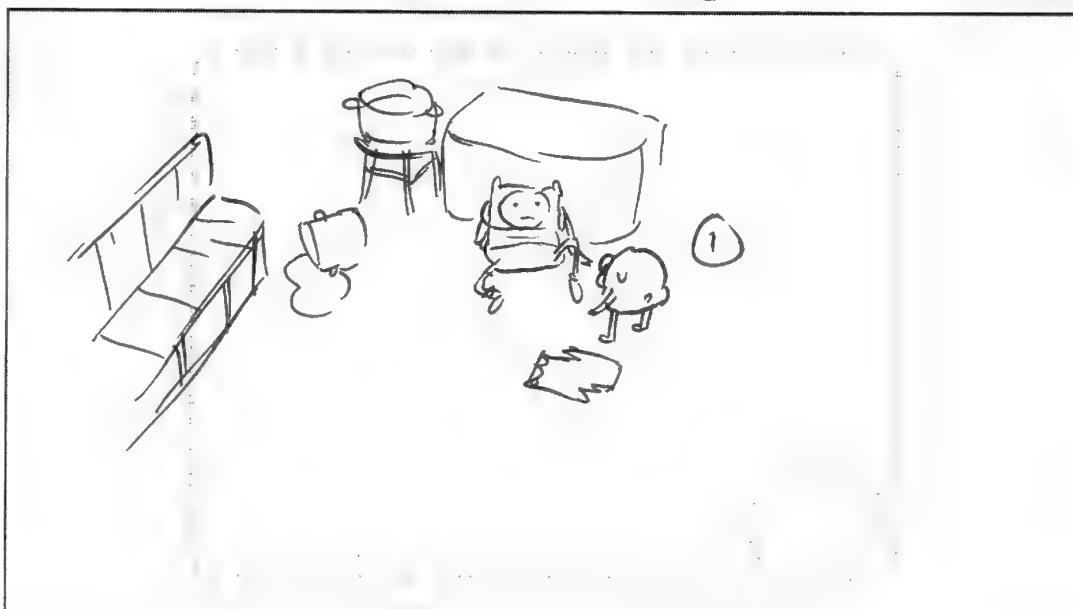
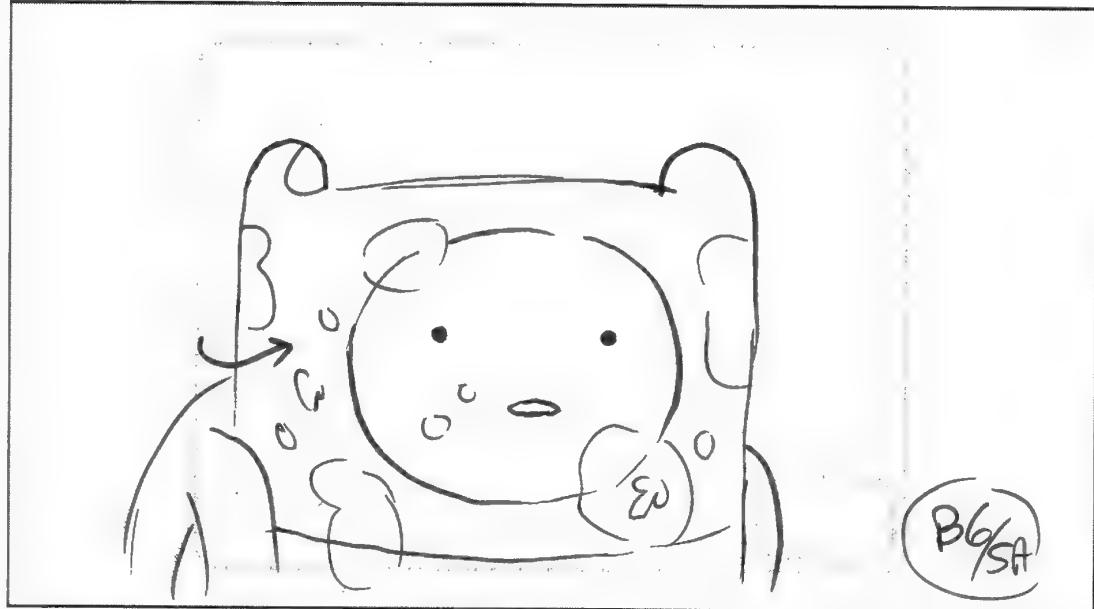
Pnl.

A

Bg.

Page 31

day night

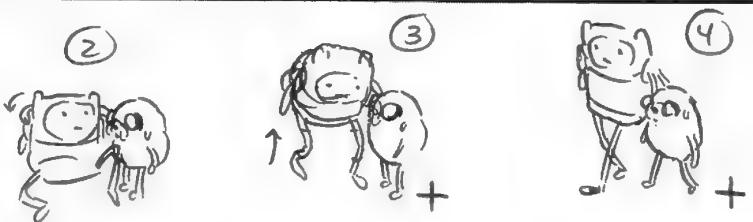


Dialog:

(F) → sorry about the spaghetti though.

(J) man, don't worry about that.

Action:



Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Sc.

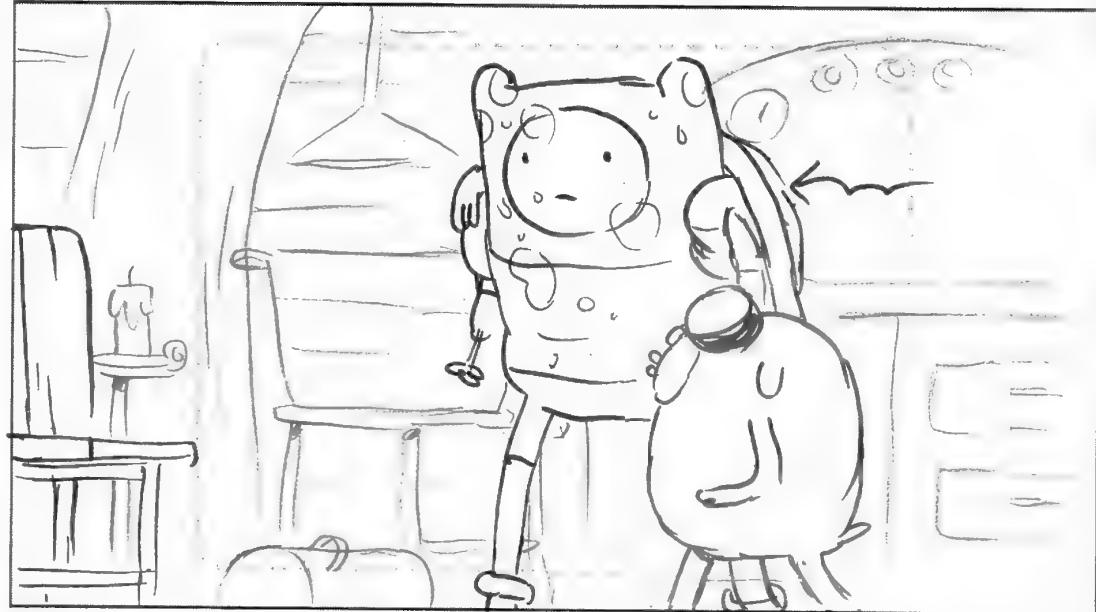
17

Pnl.

A

Bg.

day night



Sc.

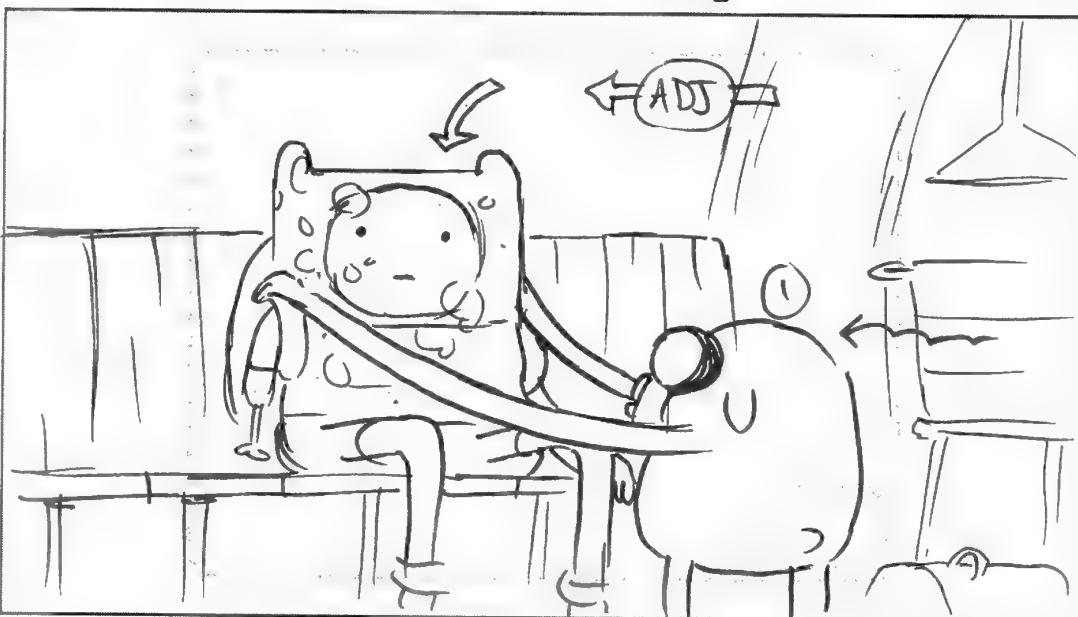
17

Pnl.

B

Bg.

Page 32
day night



Dialog:

J: You just went through some
outrageous beeswax →

with losing your favorite arm
an etcetera.

Action:



Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

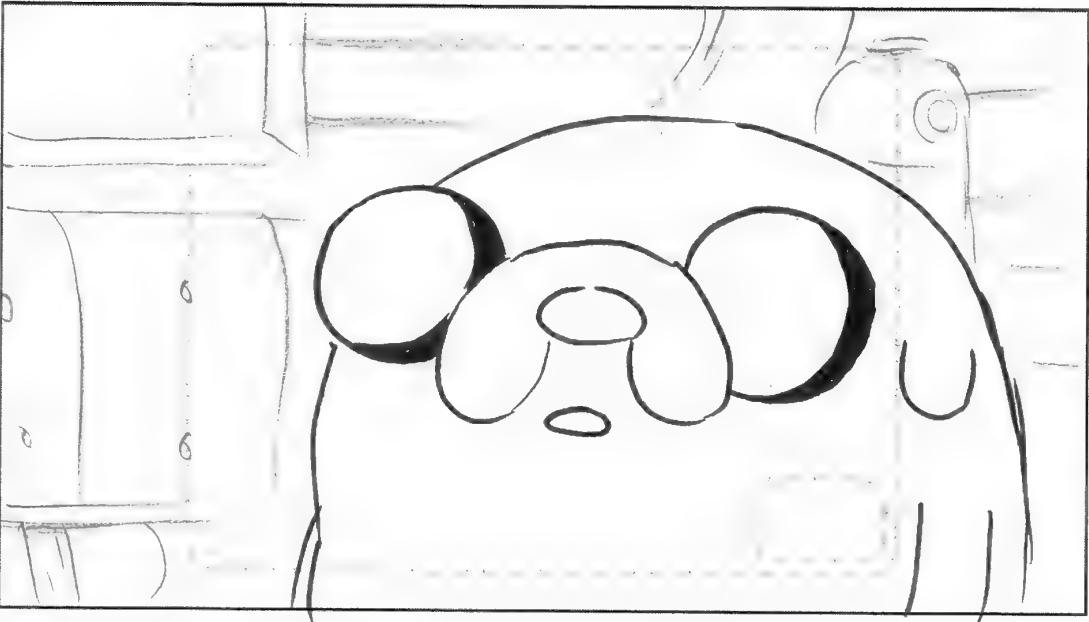
18

Pnl.

A

Bg.

day night



Sc.

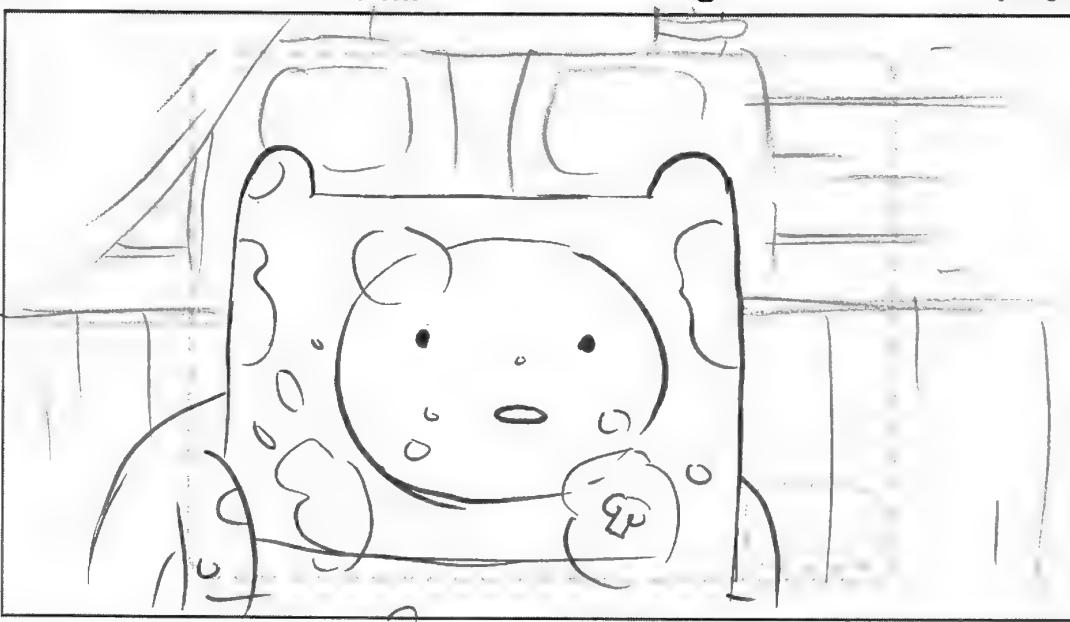
19

Pnl.

A

Bg.

day night



Page 33

1025-168

EPISODE #

Production :

Dialog:

J: You can't expect to just bounce right back to normal.

F: I can't?

Action:

Timing:

ADVENTURE TIME

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Sc.

20

Pnl.

A

Bg.

day night



Sc.

20

Pnl.

B

Bg.

day night

Page 34

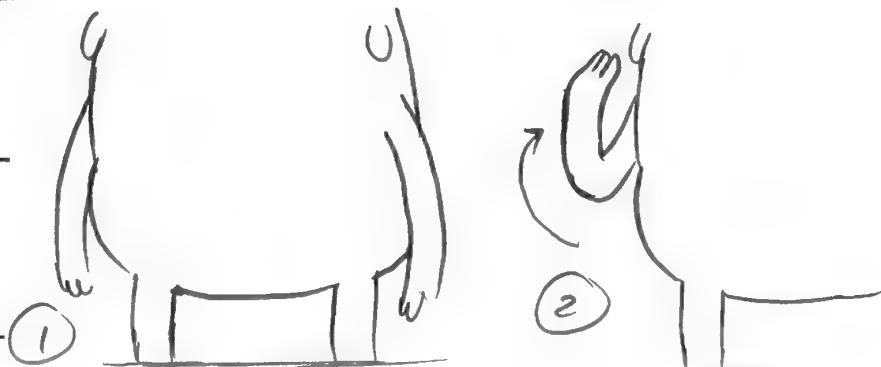


Dialog:

(J) nah, man, listen: →

All these princesses, →

Action:



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc. 20

Pnl. C

Bg.

day night

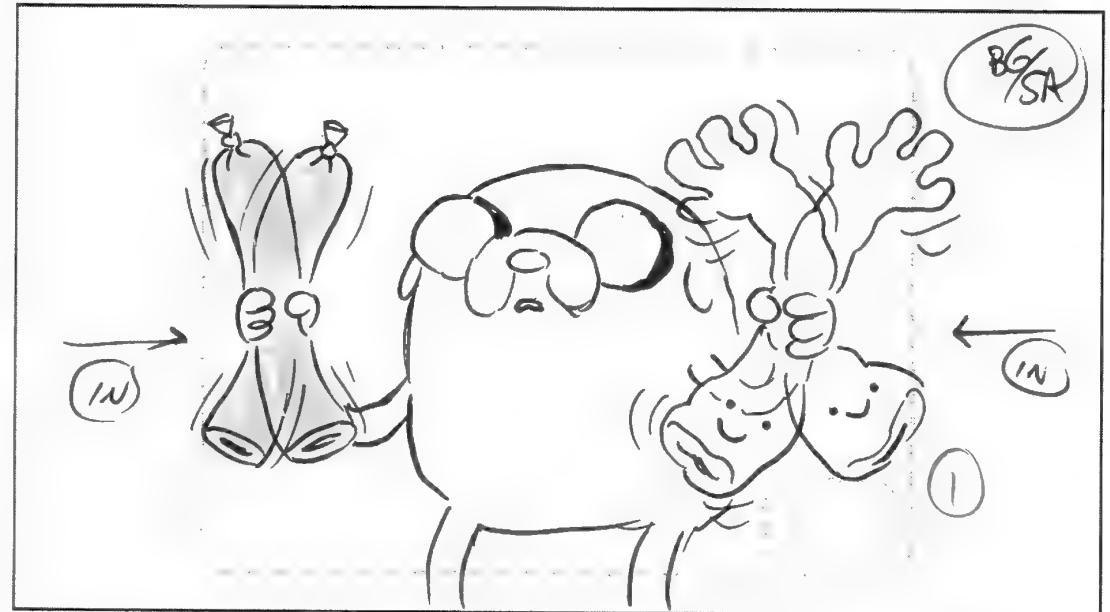
Sc. 20

Pnl. D

Bg.

Page 35

day night



Dialog:

→ don'ting all these gross fake arms. They mean well, →
ALT bringing over all these "

Action:

- Rubbery arms wobble then settle

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Sc. 20

Pnl. E

Bg.

day night



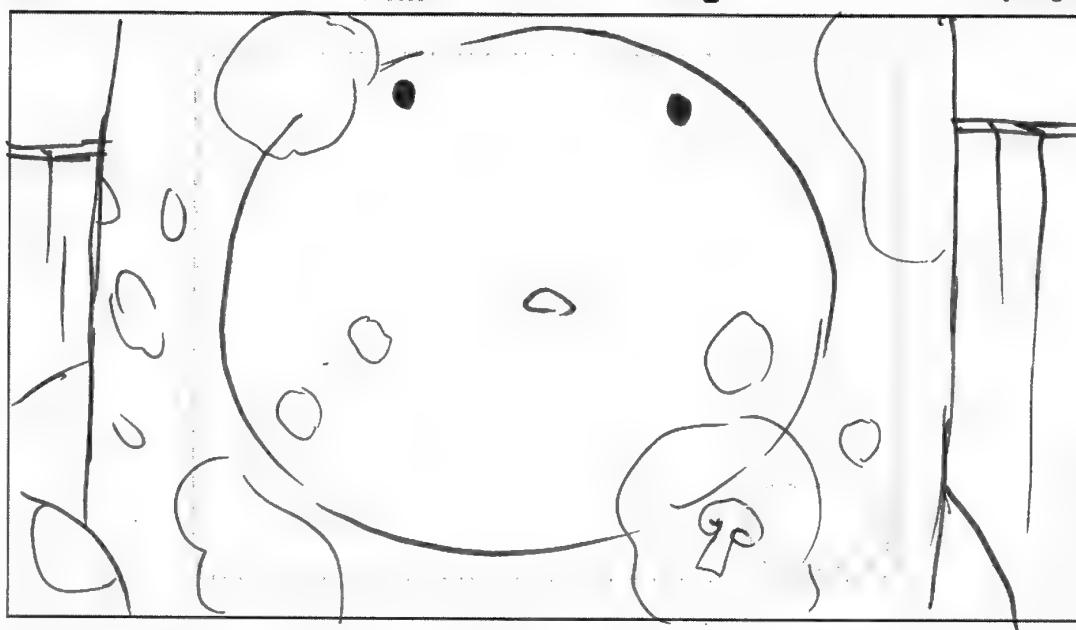
Sc. 21

Pnl. A

Bg.

Page 36

day night



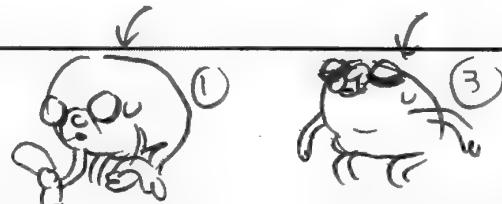
Dialog:

J but "they're throwing you →

J OS → off your game.

SFX: * Bonk klonk crash *

Action:



- Jake hurls the arms
at the ceiling.

- Finn watches the arms fall

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 37

Sc.

21

Pnl. B

Bg.

day night

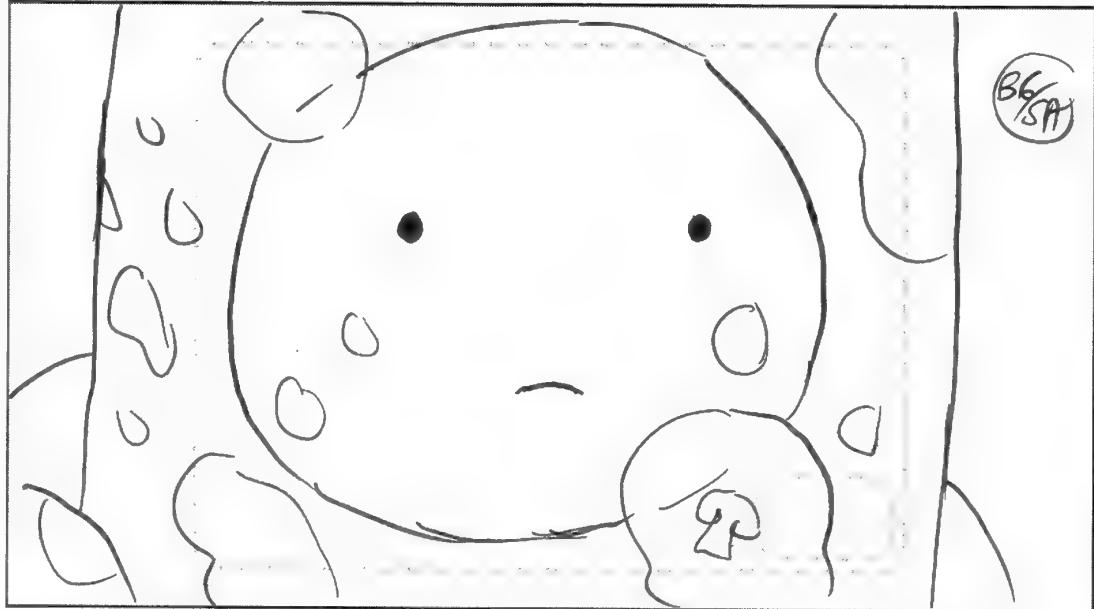
Sc.

22

Pnl. A

Bg.

day night



Dialog:

J (S) You gotta go at your
own pace.

Action:

Timing:

J: If you listen deep →



Production :

1025-168

ADVENTURE TIME



Sc.

22

Pnl. B

Bg.

day night



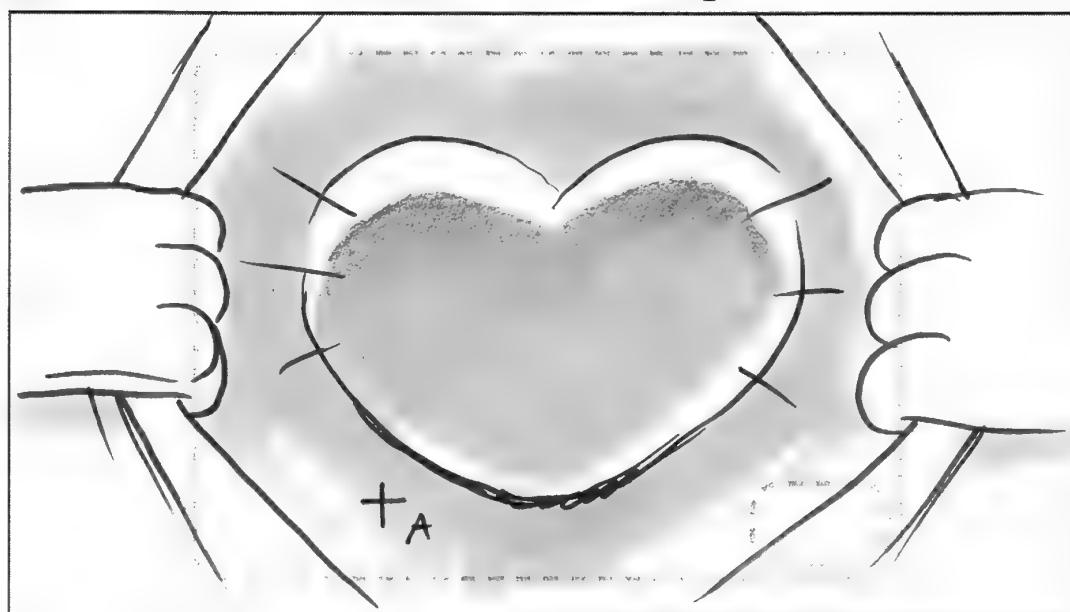
Sc.

23

Pnl. A

Bg.

day night



Page 38

1025-168

EPISODE #

Production :

Dialog:

→ in your melon-heart, →

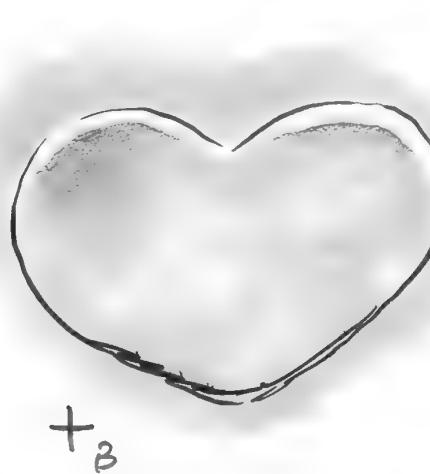
that's where the real instructions are. →

SFX: th-thump th-thump th-thump

Action:

A B A B A B A
- heart beats

Timing:



ADVENTURE TIME



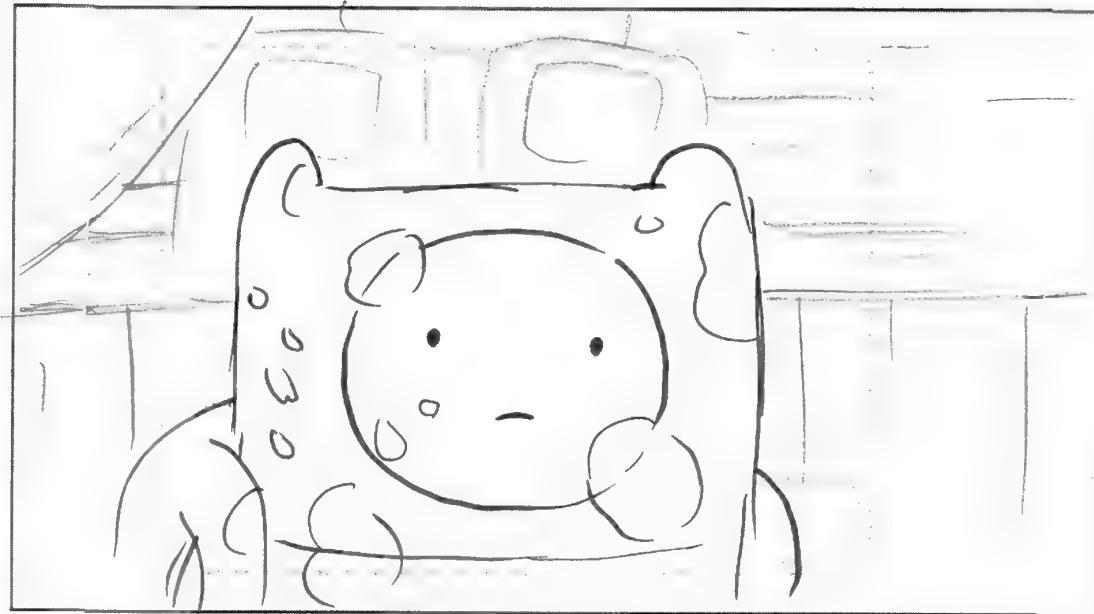
Sc.

24

Pnl. A

Bg.

day night



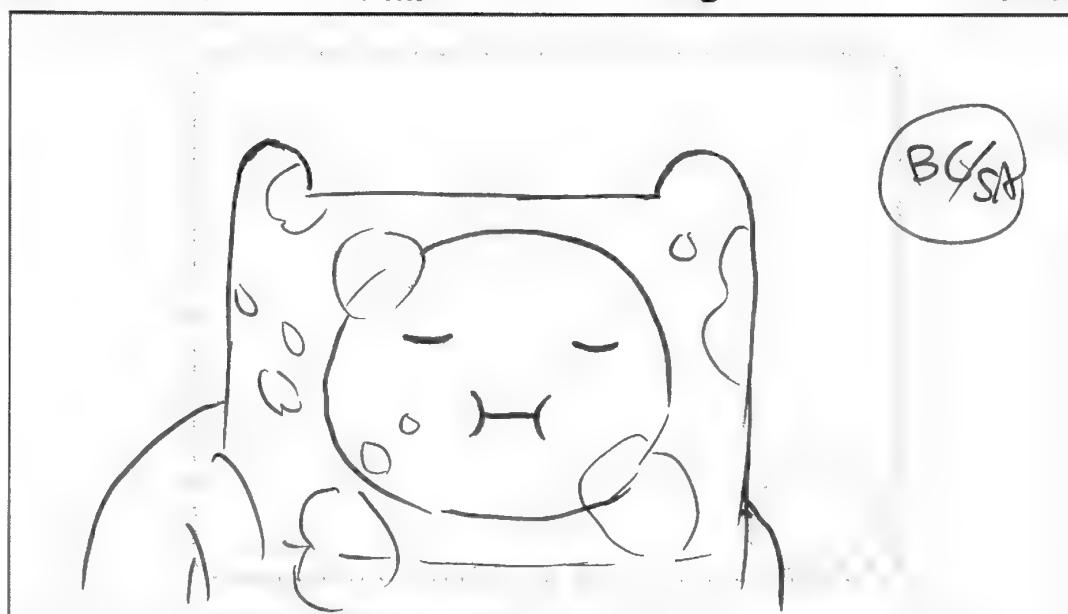
Sc.

24

Pnl. B

Bg.

day night



Page

39

1025-168

EPISODE #

Production :

Dialog:

SFX: th-thump th-thump

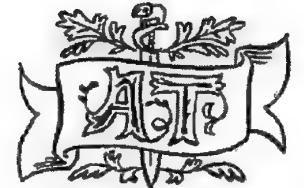
* BEAT *

Action:

- Finn thinks

Timing:

ADVENTURE TIME

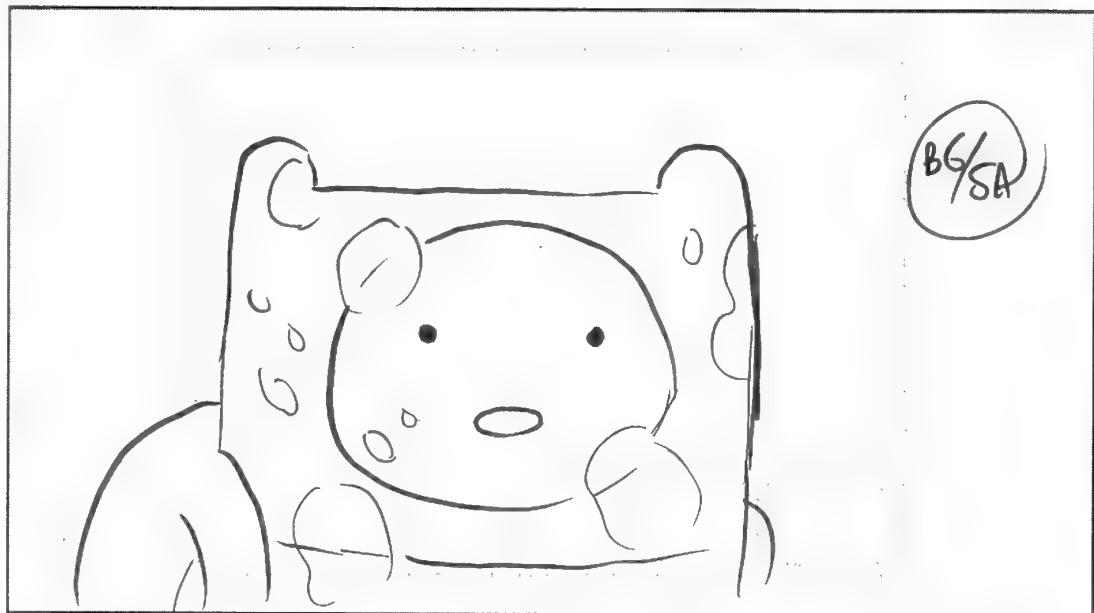


Sc. 24

Pnl. C

Bg.

day night



Sc. 25

Pnl. A

Bg.

day night



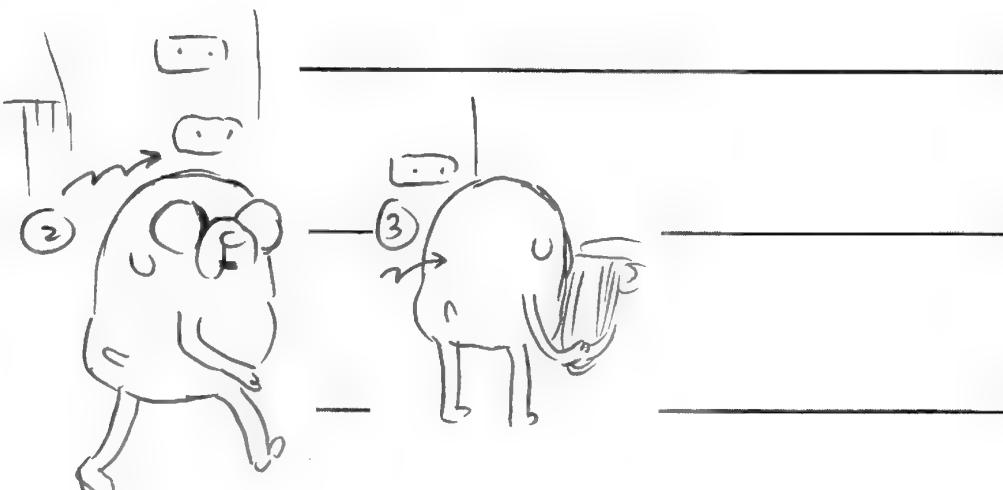
Dialog:

(F) My melon wants to punch my dad in the face and steal his arm.

Action:

Timing:

(J) ① Haha - ② well, ③ those things are bad →



Production :

EPISODE #

1025-168

Page 40

ADVENTURE TIME

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Sc. 25

Pnl. B

Bg.



day night

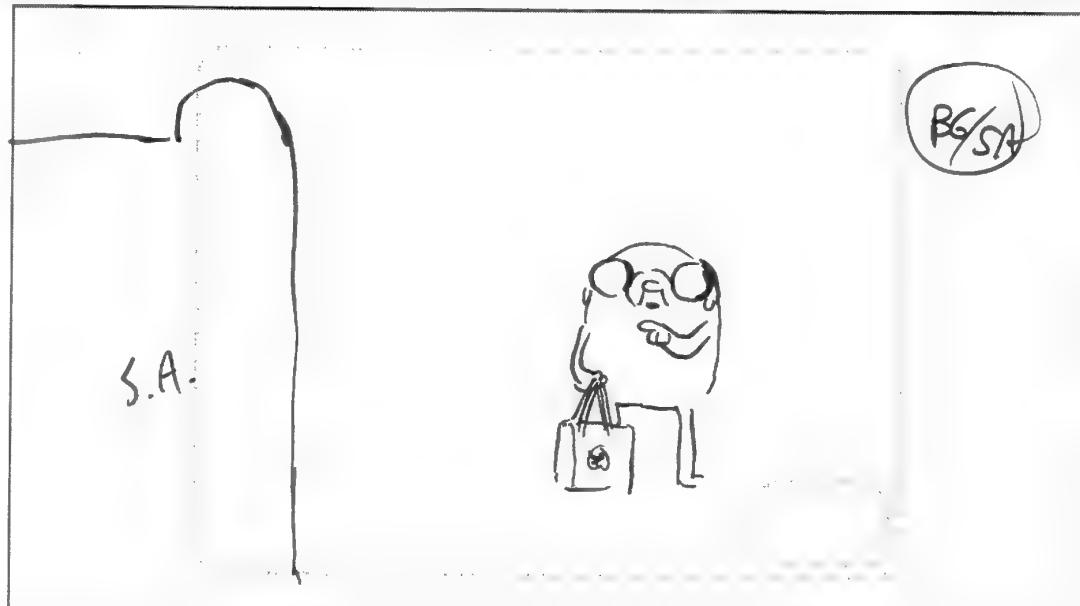
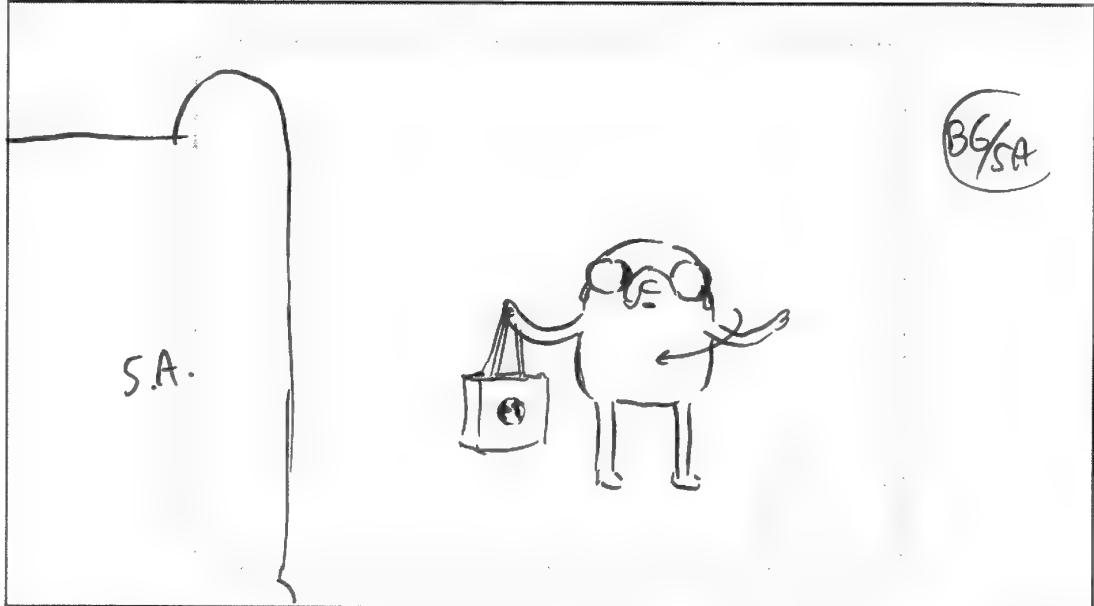
Sc. 25

Pnl. C

Bg.

Page 41

day night



Dialog:

J: So they can't be the real instructions.

J: But you keep listenin'!

Action:

- Jake picks up his tote-bag.

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 42

Sc.

26

Pnl. A

Bg.

day night

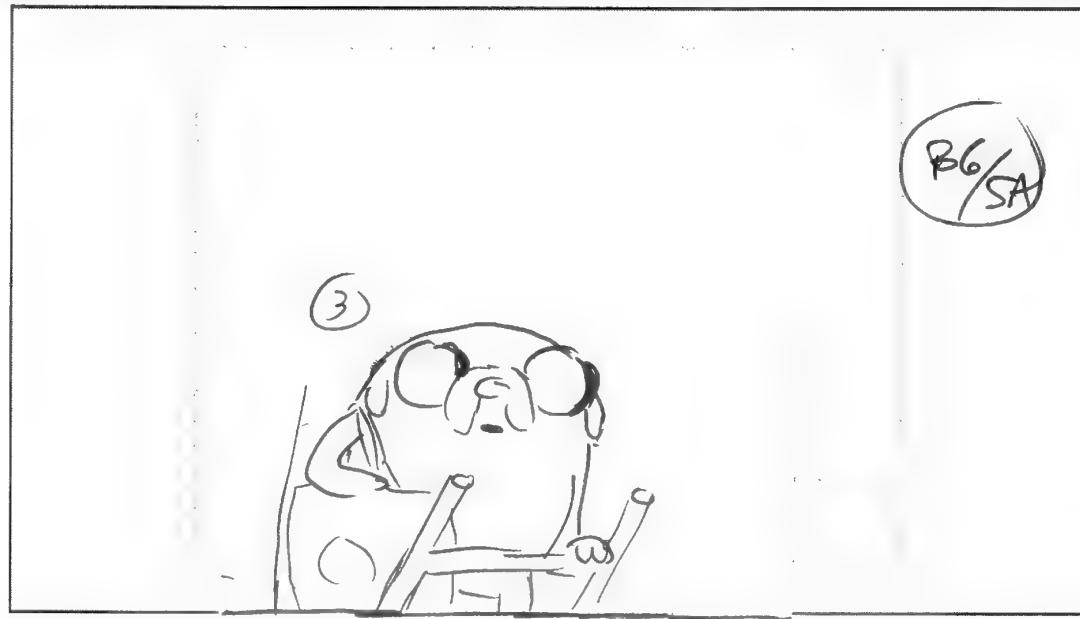
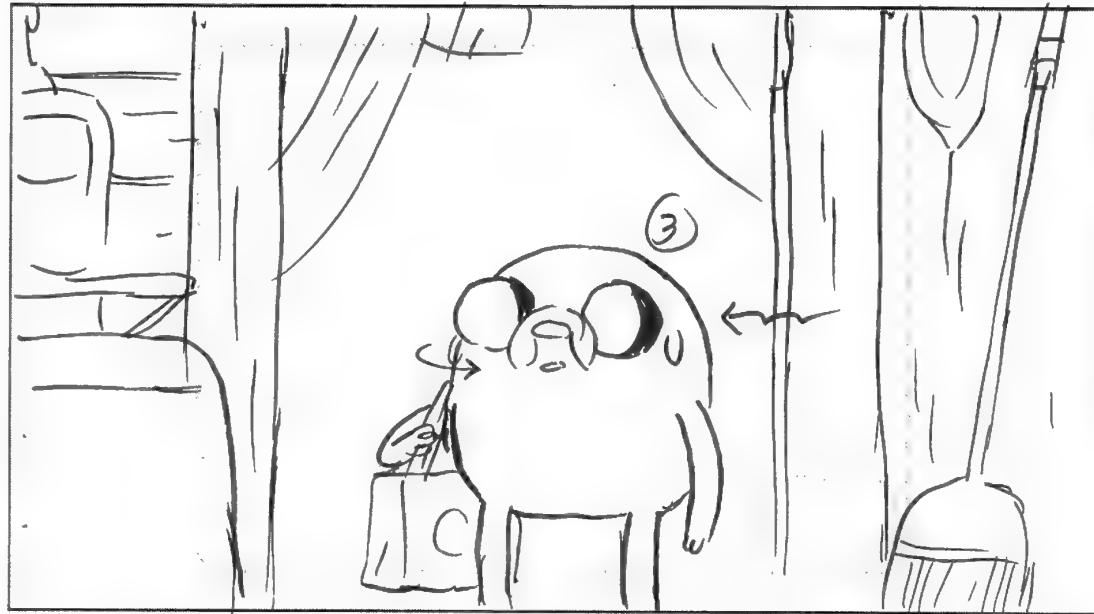
Sc.

26

Pnl. B

Bg.

day night



Dialog:

(J) (2) Me? (3) I'm gonna go to the spaghetti store & buy a new mop head.

Action:



Timing:

(J) (1) (2) I'll be back soon.
(3) Just remember, →



Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 43

Sc. 27

Pnl. A

Bg.

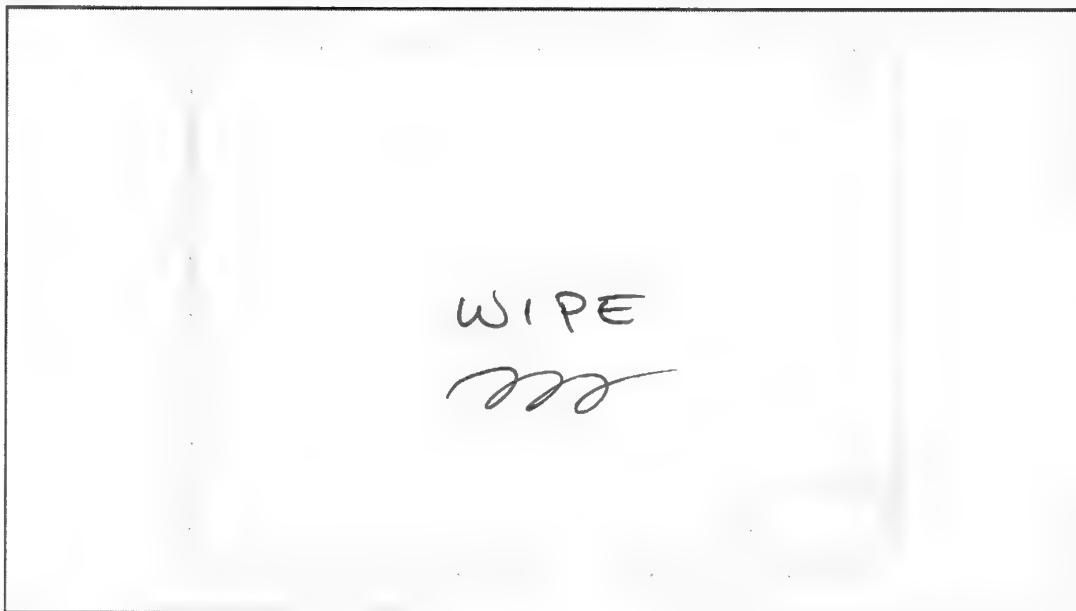
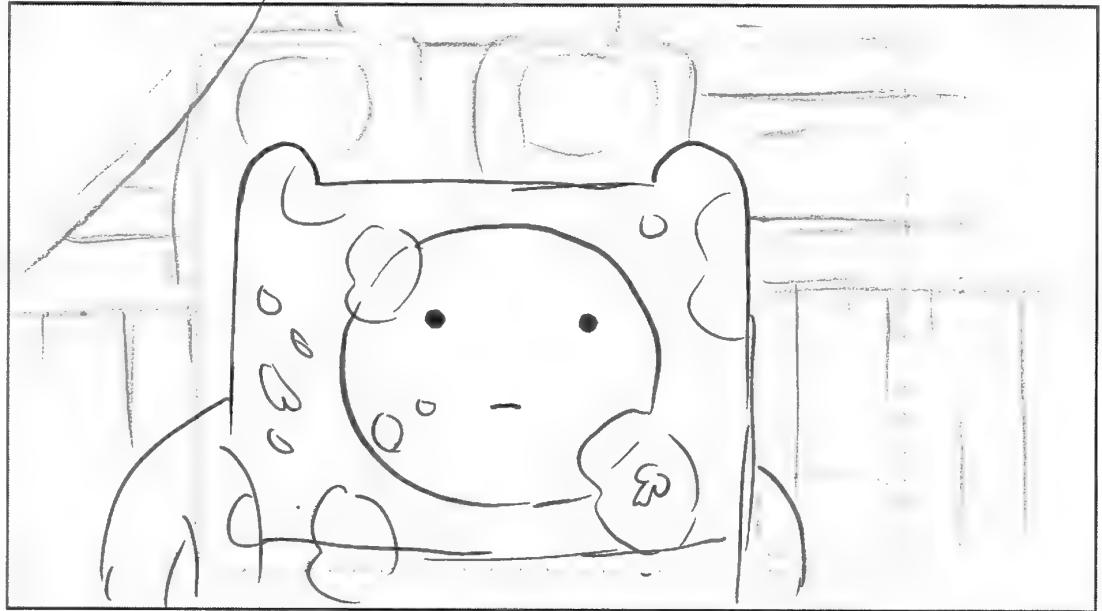
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J)OS → listen to your melon-
heart. It won't steer
you wrong.

Action:

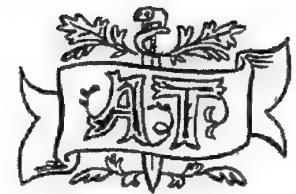
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

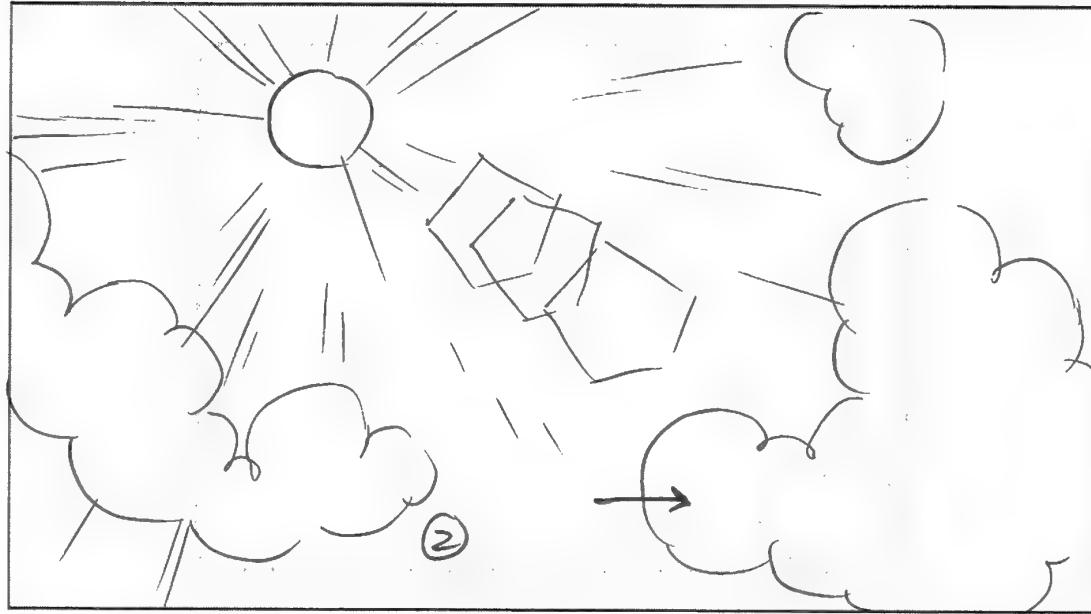


Sc. 28

Pnl. A

Bg.

day night

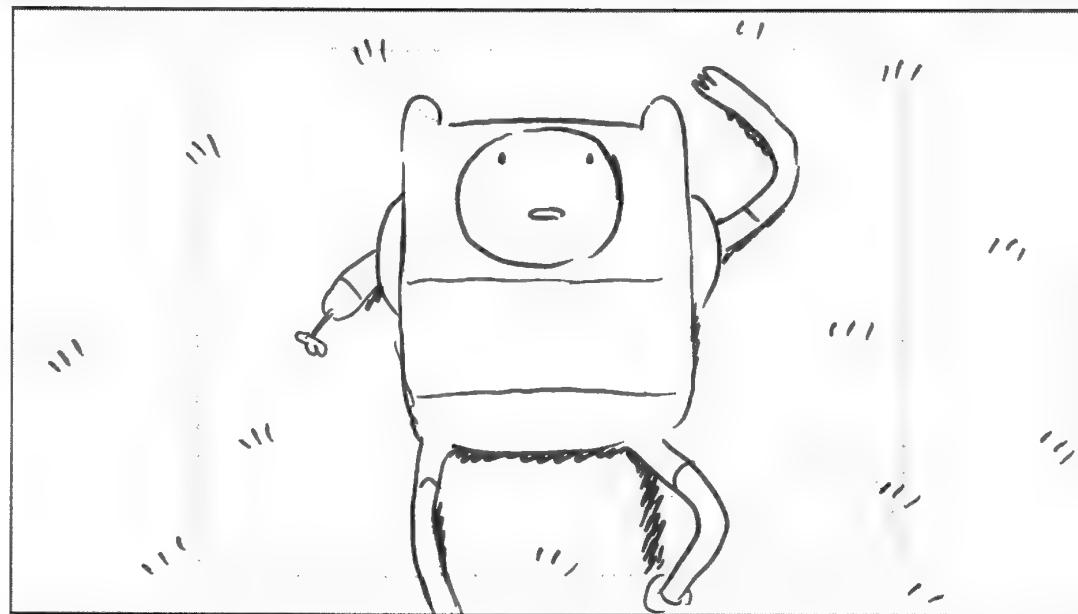


Sc. 29

Pnl. A

Bg.

Page 44
day night



Dialog: (F:) *sigh*... melon heart, melon heart. Man, I don't know...

(F:) (1) It'd be so easy if I could just go find him.
(2) My dad, that is.

Action:

- sun doesn't move

- clouds pan together



Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 45

Sc.

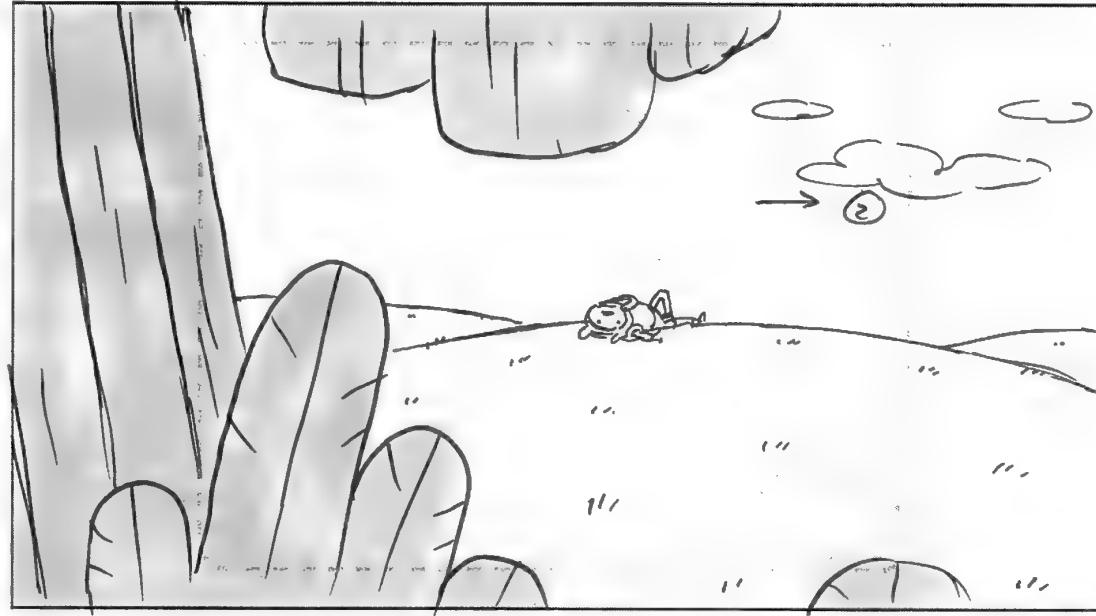
30

Pnl.

A

Bg.

day night



Sc.

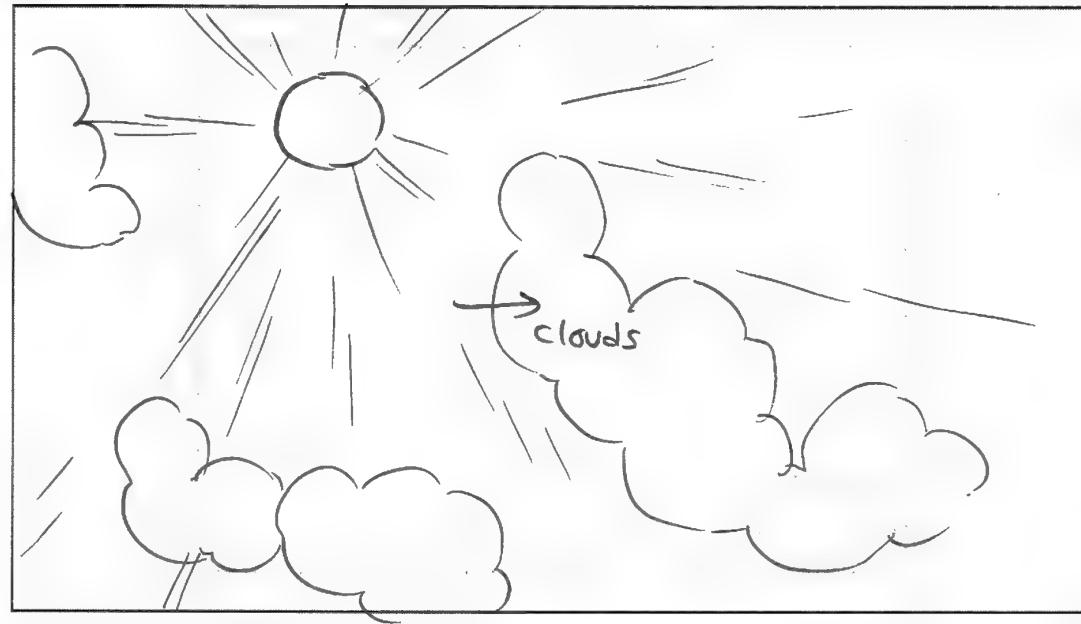
31

Pnl.

A

Bg.

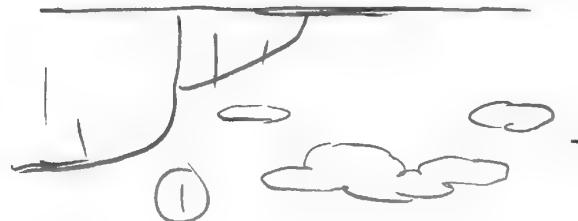
day night



Dialog:

(F:) That portal he went through,
after ripping off my favorite arm,
went right to outer space.

Action:



Timing:

(FOS) And outer space is up there
Somewhere, I'm told.

Production :

EPISODE # 1025-168

ADVENTURE TIME



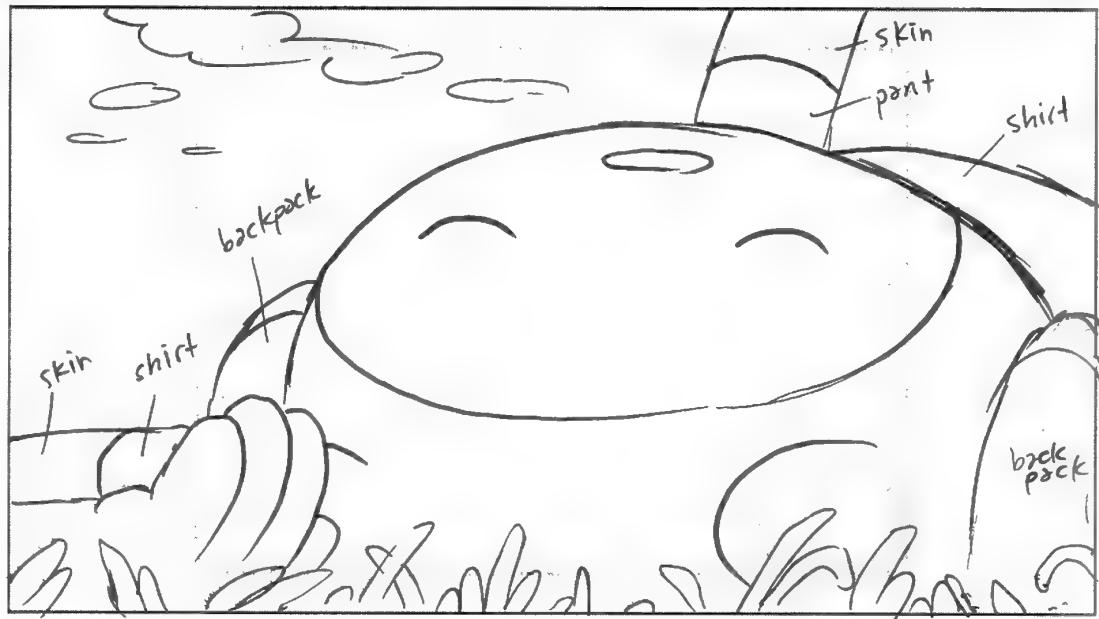
Sc.

32

Pnl. A

Bg.

day night

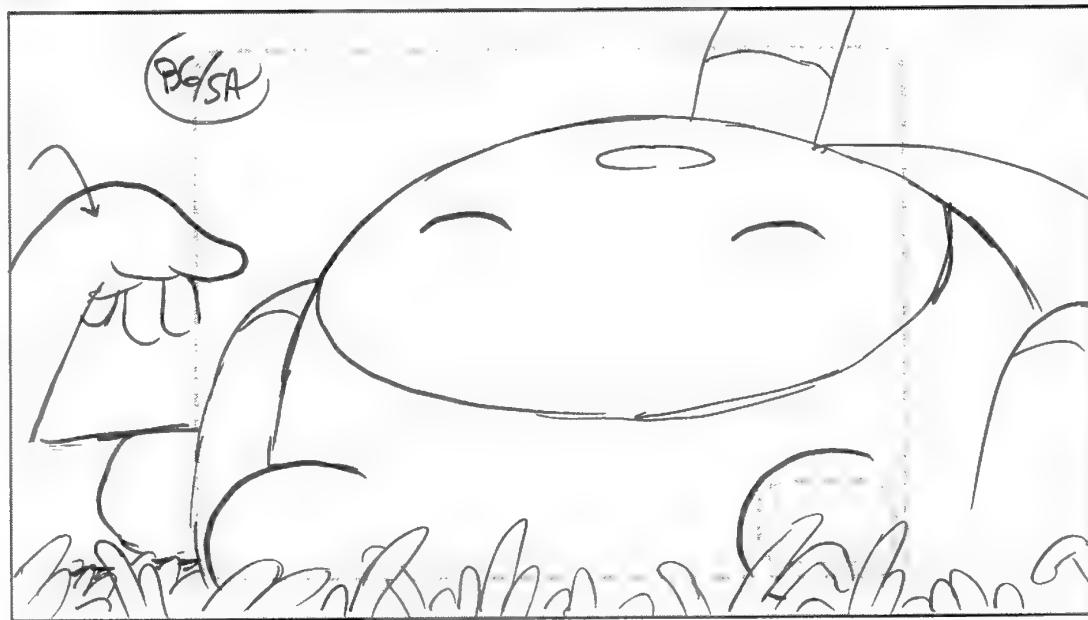


Sc. 32

Pnl. B

Bg.

day night



Page

46

EPISODE #

1025-168

Dialog:

(F:) maybe... banana man could →

Action:

Timing:

Production :

ADVENTURE TIME



day night

Sc.

32

Pnl. C

Bg.



Sc.

32

Pnl. D

Bg.

Page 47

day night

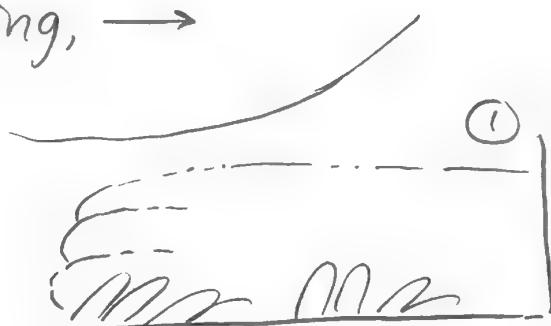


Dialog:

(F) → help me build a rocket or something, →

Action:

- ①: spirit arm manifests
- ②: arm catches rock



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

32

Pnl. E

Bg.

day night

Sc.

32

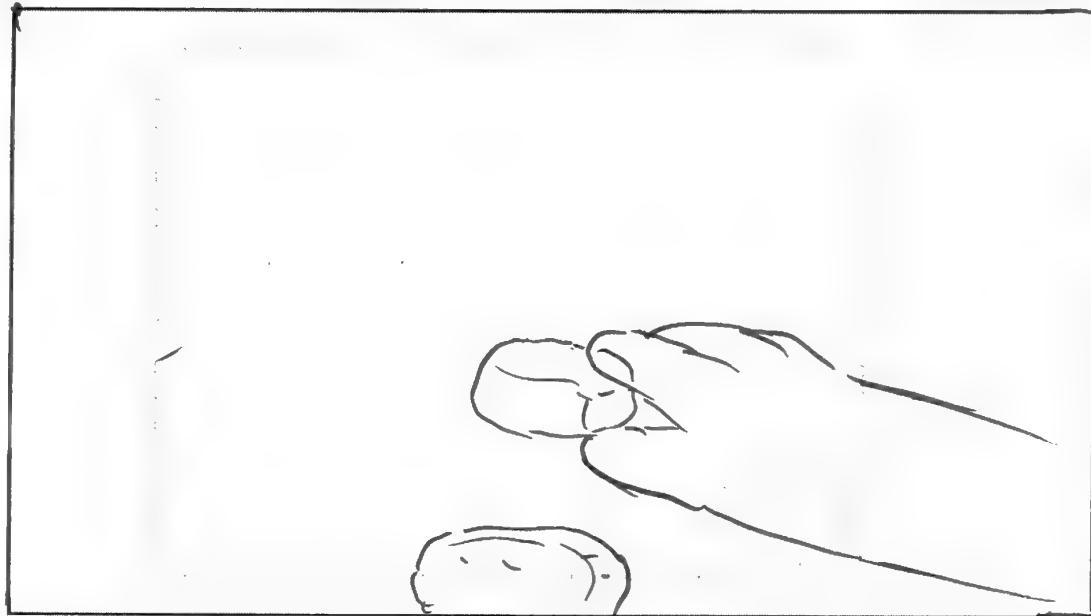
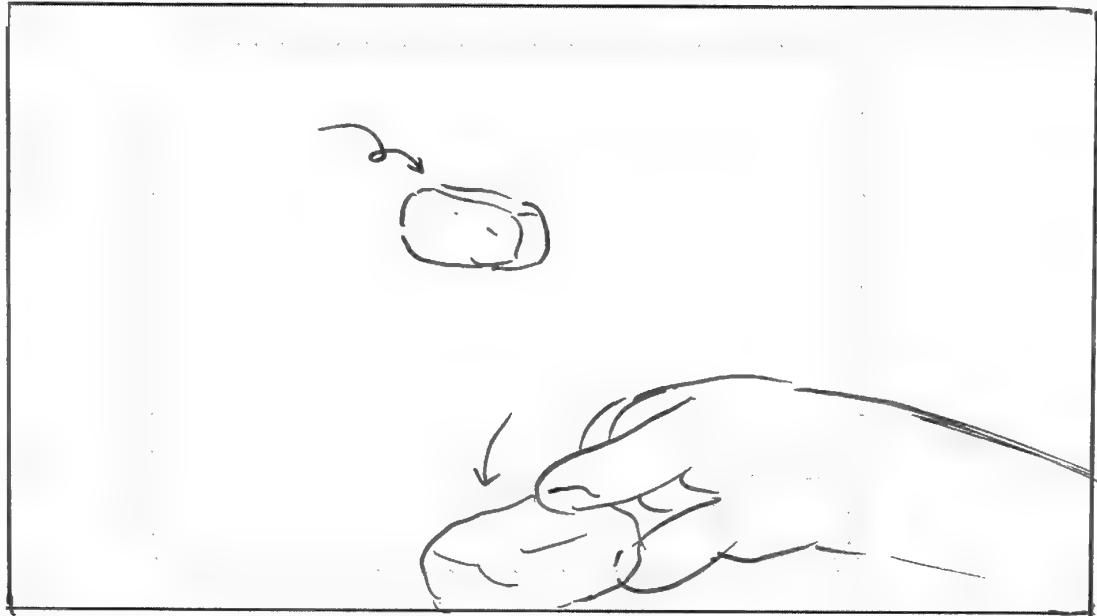
Pnl.

F

Bg.

Page 48

day night



Dialog:

→ or some stairs or something something →

Action:

- Finn's spirit arm stacks rocks

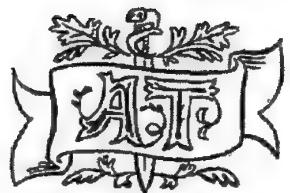
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

32

Pnl.

G

Bg.

day night

Sc.

32

Pnl.

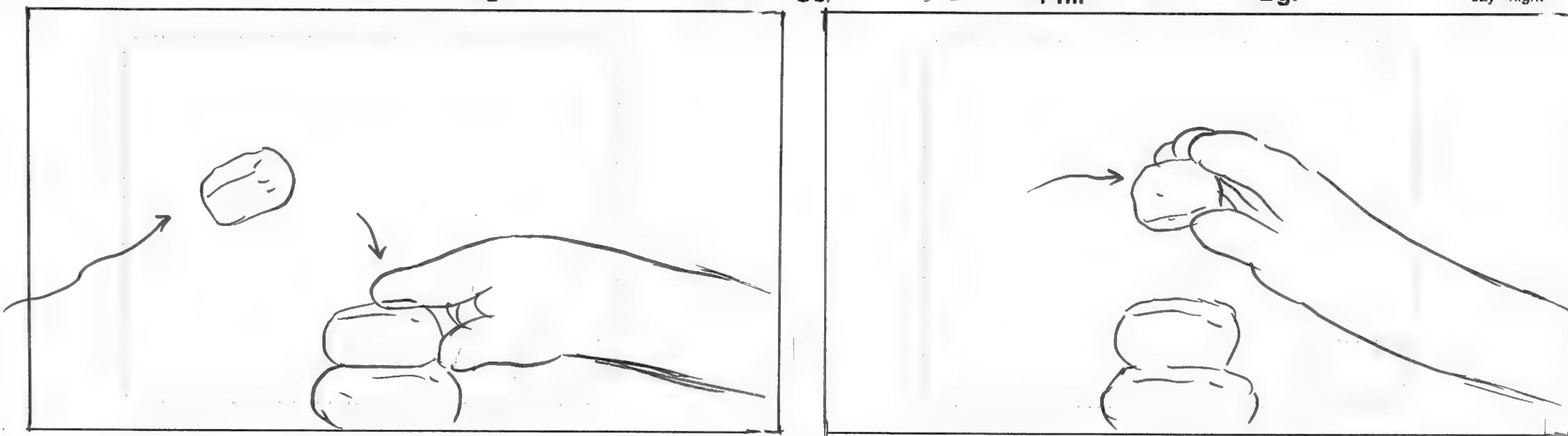
H

Bg.

Page

99

day night



EPISODE #

1025-168

Dialog:

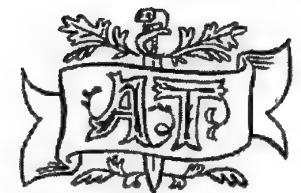
→ something. → or. .. →

Action:

Timing:

Production :

ADVENTURE TIME



Sc.

32

Pnl.

I

Bg.

day night

Sc.

32

Pnl.

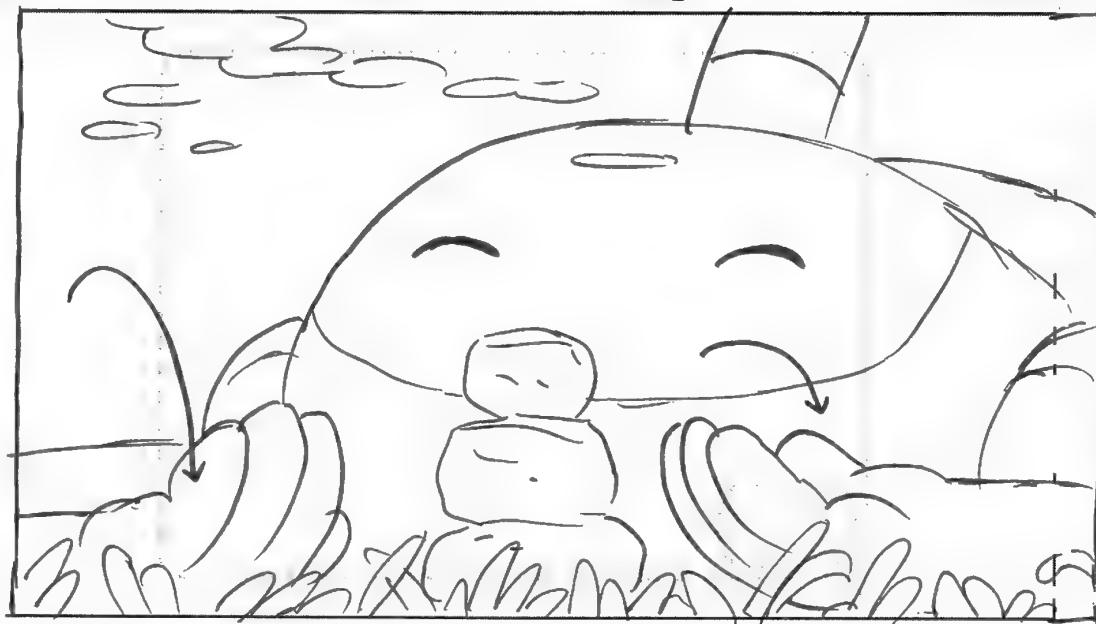
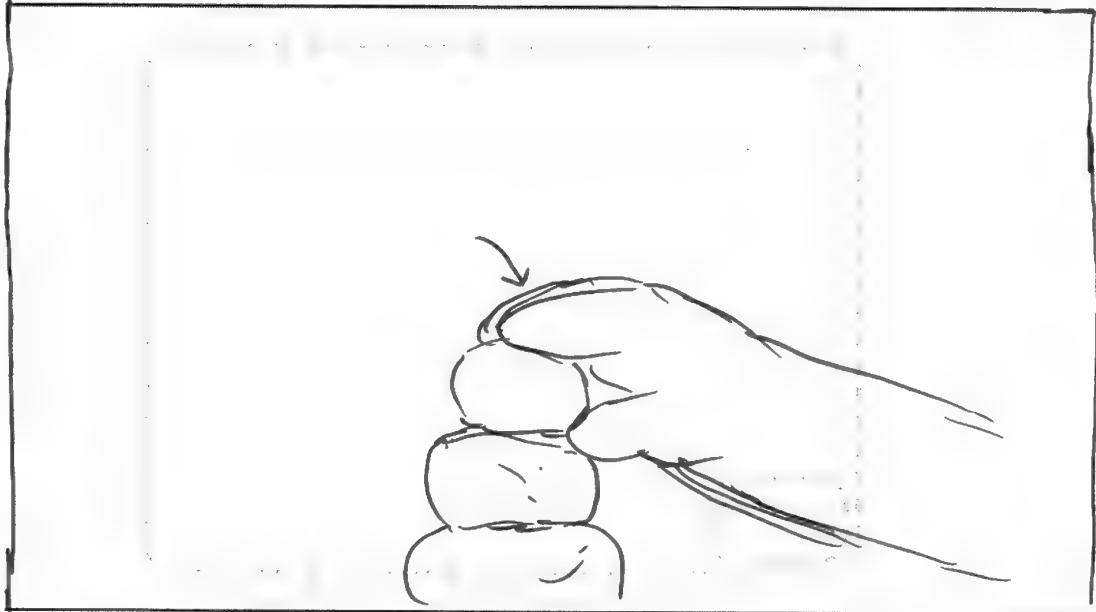
J

Bg.

Page

50

day night



EPISODE #

1025-168

Dialog:



or...

Action:

Timing:

Production :

ADVENTURE TIME



day night

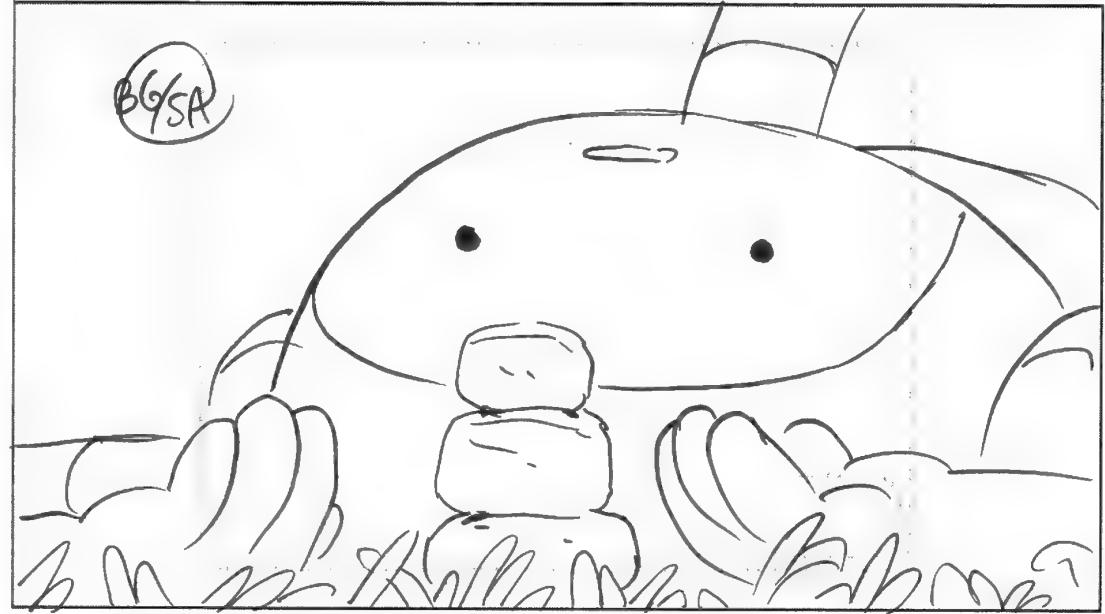
Sc.

32

Pnl.

K

Bg.



Sc.

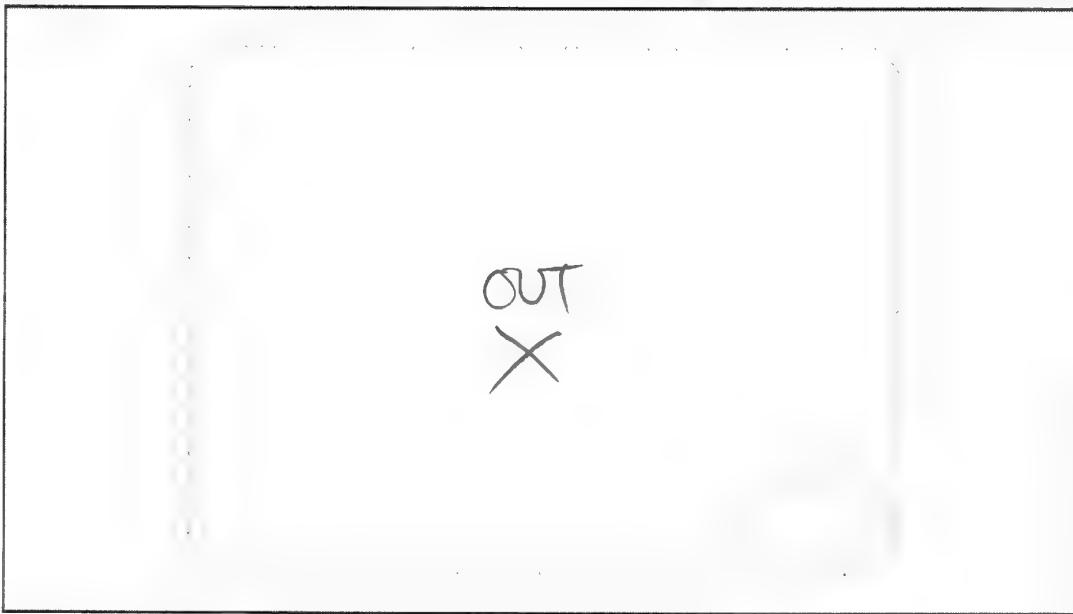
Pnl.

Bg.

Page

51

day night



Dialog:



or...

Action:

Timing:

Production :

EPISODE #

1025-168

ADVENTURE

52

Lawn

day night

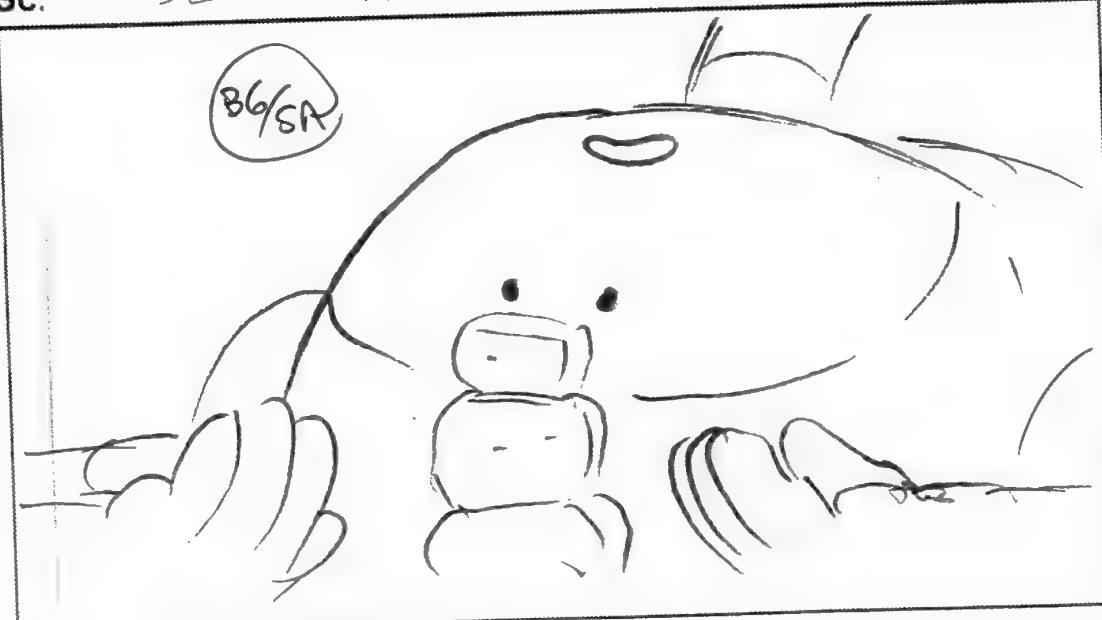
Sc.

32

Pnl.

L

B.g.



32

Pnl.

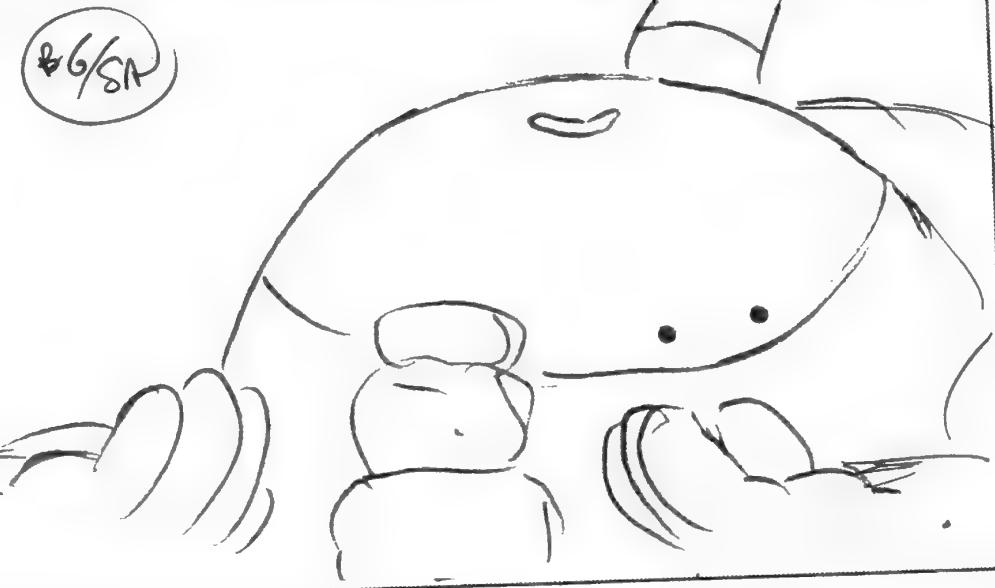
M

B.g.

day night

Sc.

day night



Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

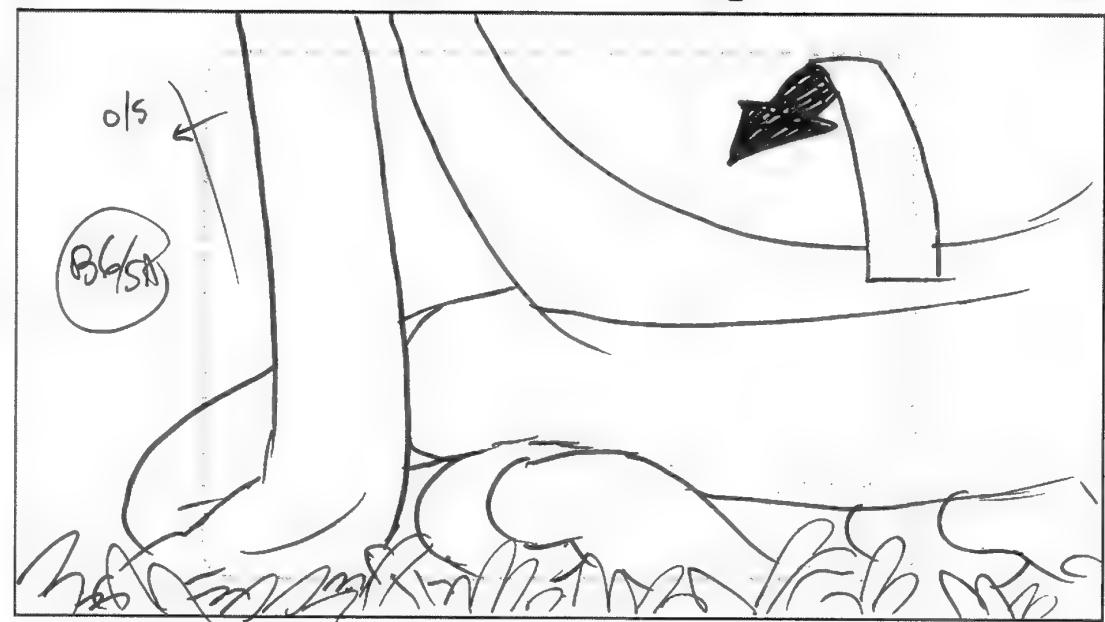


Sc. 32

Pnl. N

Bg.

day night

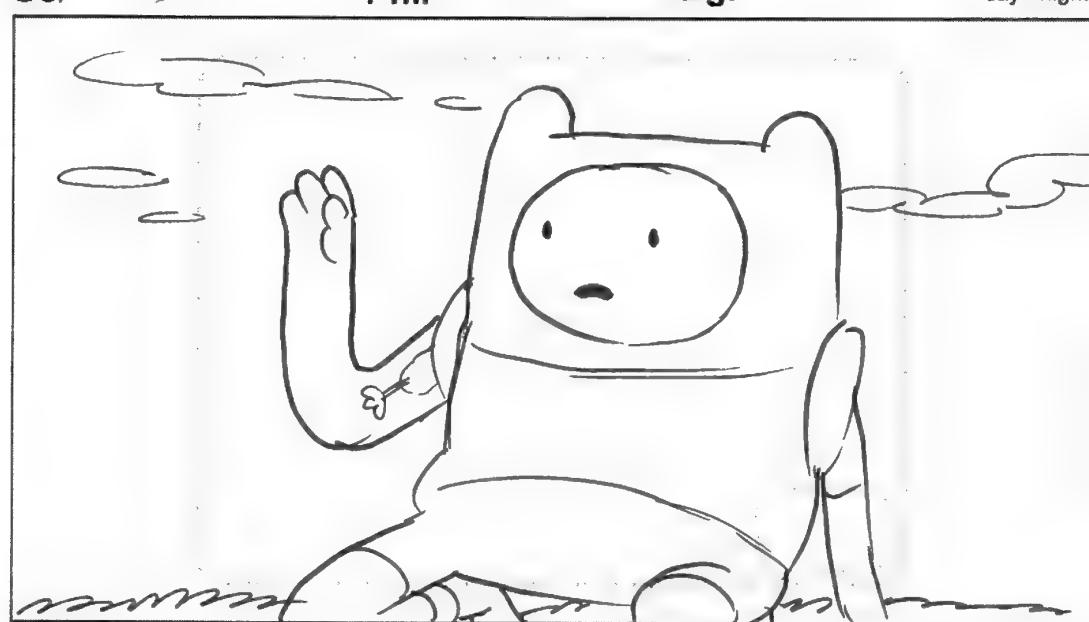


Sc. 33

Pnl. A

Bg.

day night



Page 53

Dialog:

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

Sc.

33

Pnl.

B

Bg.

day night

Sc.

34

Pnl.

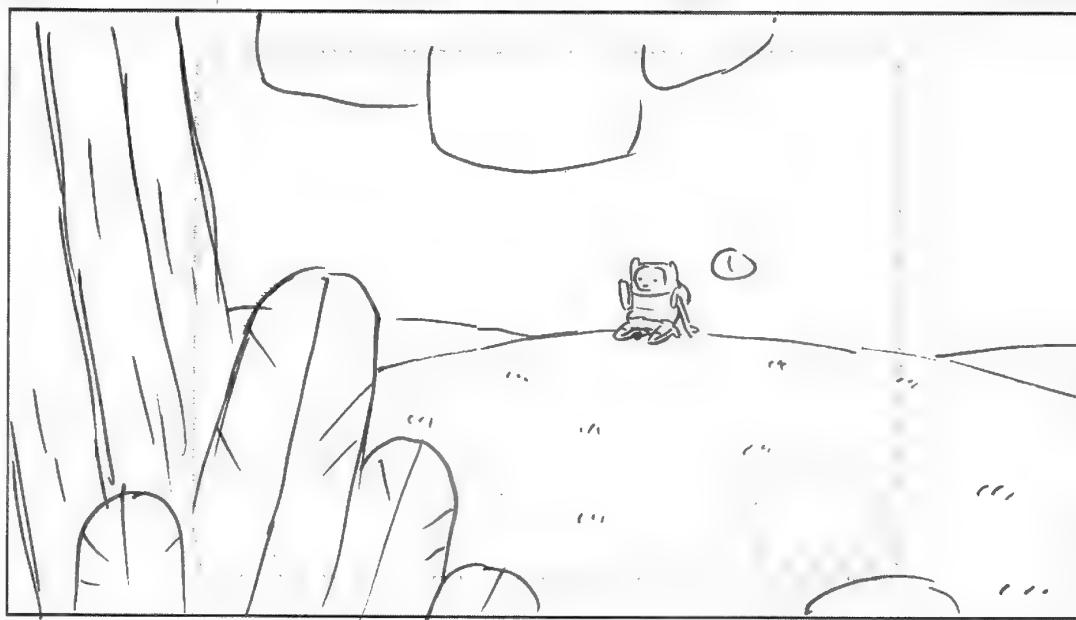
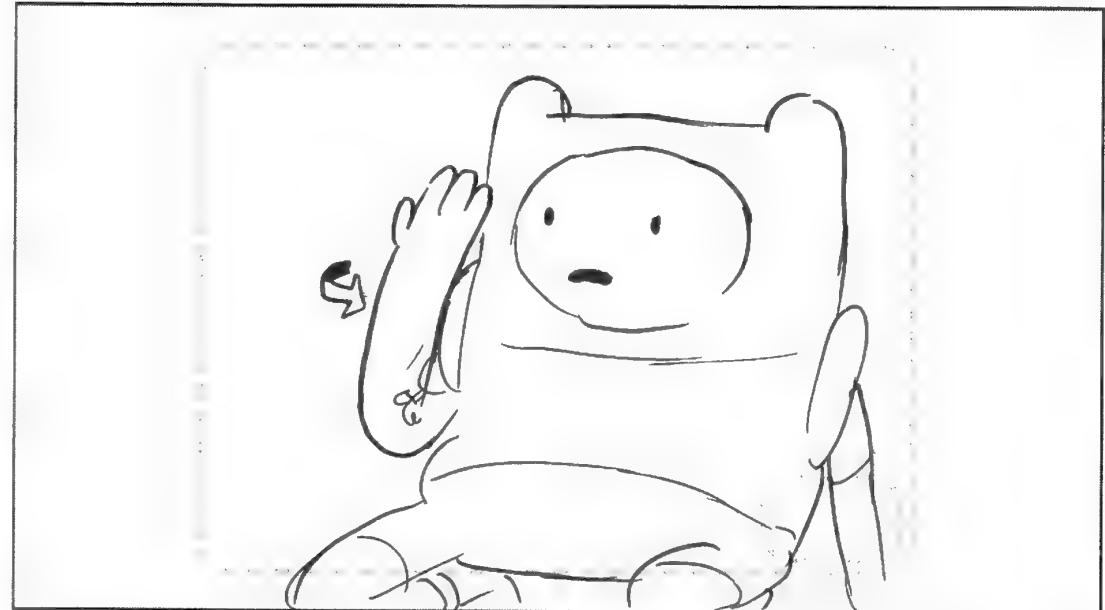
A

Bg.

Page

59

day night



Dialog:

Action:

-Finn looks around,
and sees he's
alone.

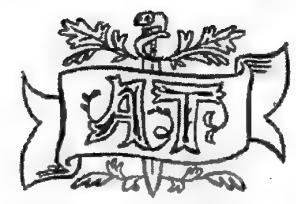


Timing:

1025-168

EPISODE #

ADVENTURE TIME



55

Page _____

day night

Sc.

35

Pnl. A

Bg.

day night

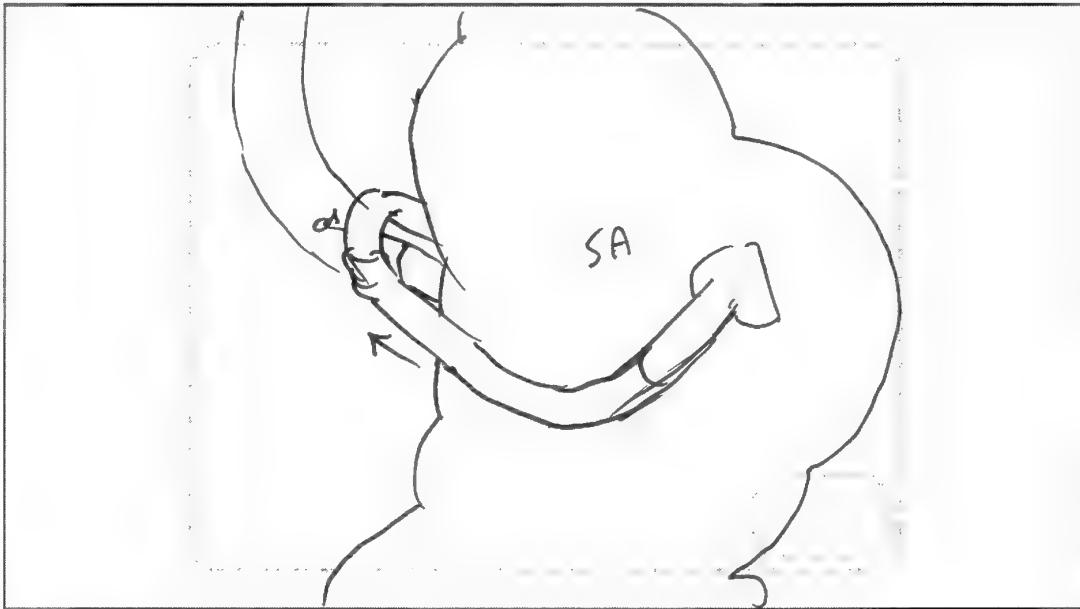
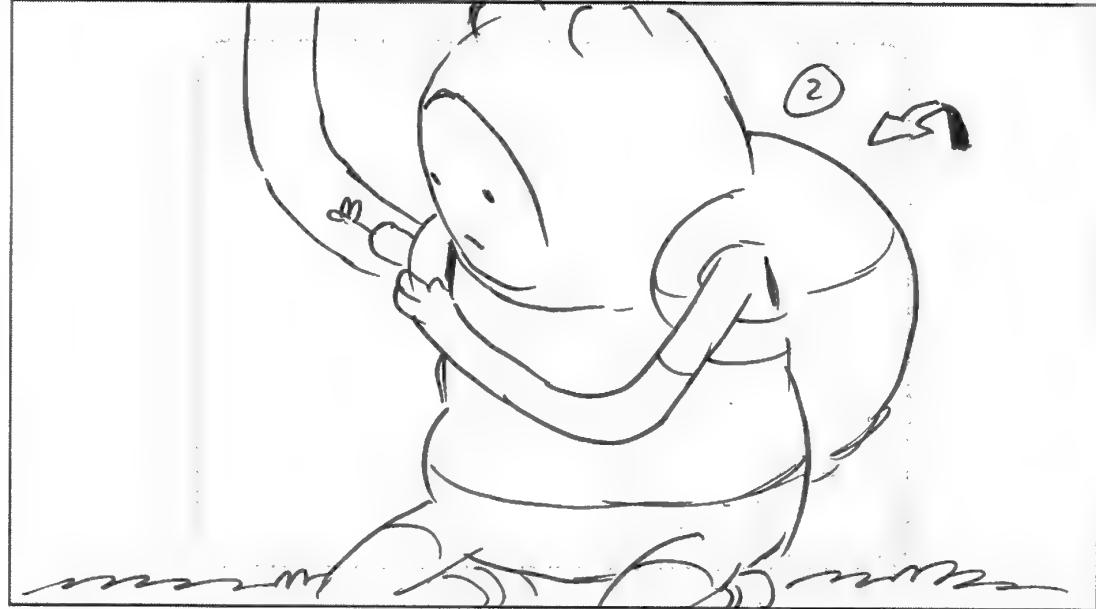
Sc.

35

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

needs
entangling

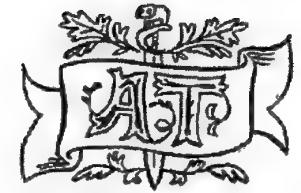
- Finn pulls back his backpack strap

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 56

Sc.

36

Pnl.

A

Bg.

day night

Sc.

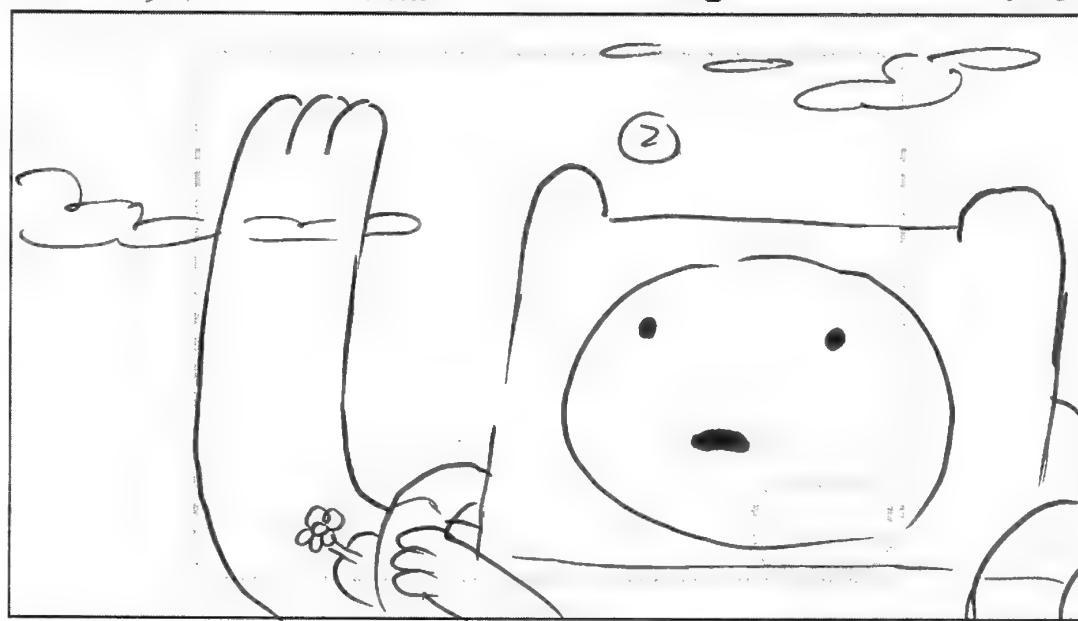
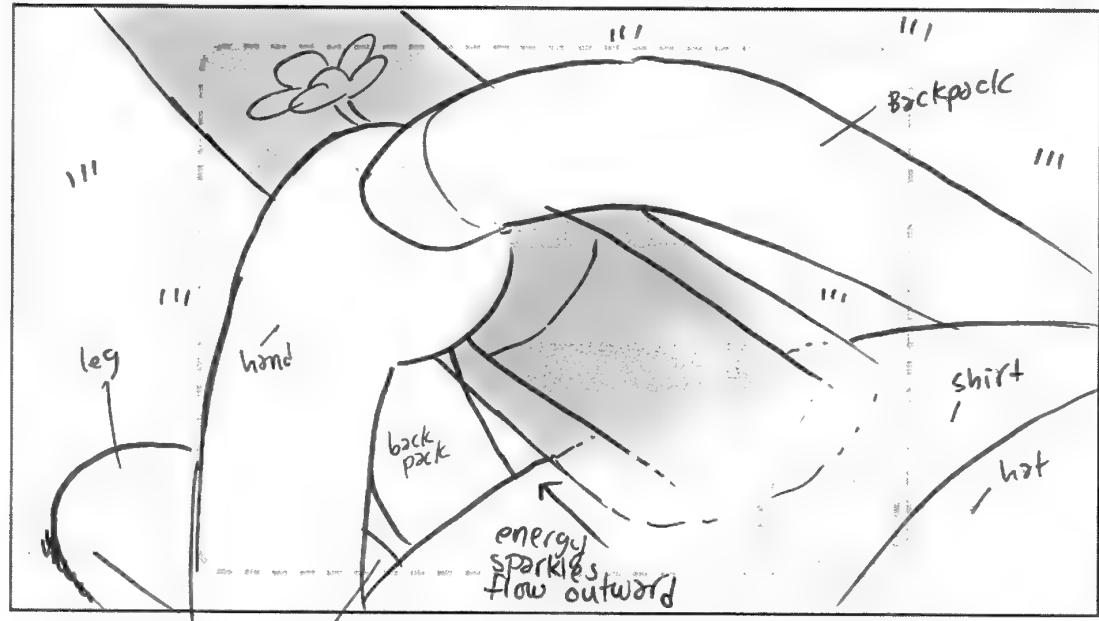
37

Pnl.

A

Bg.

day night



Dialog:

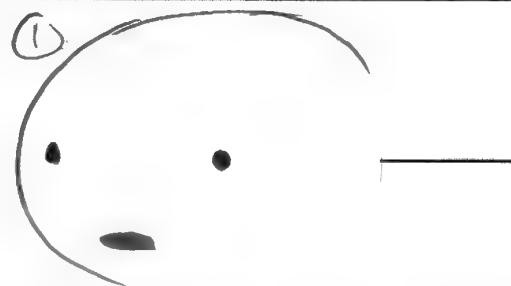
shorts

(F) ① Wow -
② it's like a, like a, like a...

Action:

- Energy sparkles emanate from Finn's body.

Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

37

Pnl.

B

Bg.

day night

Sc.

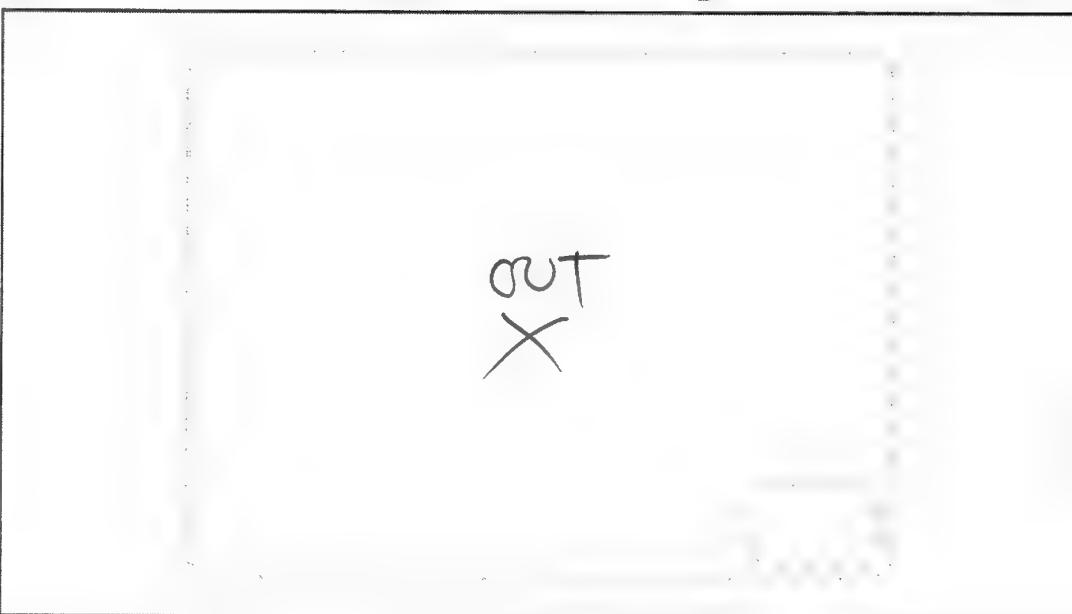
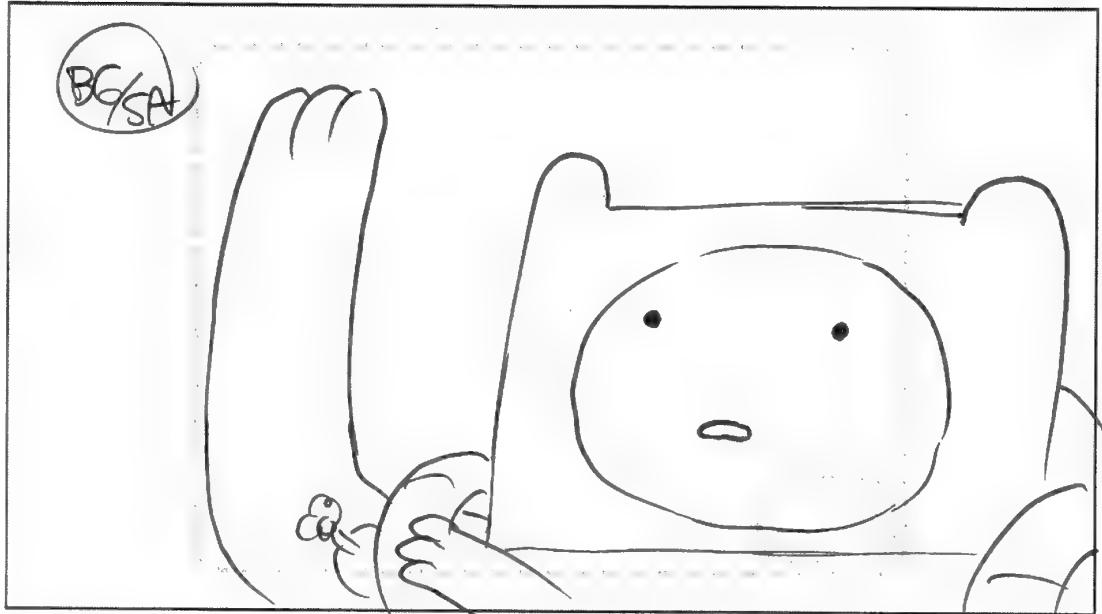
Pnl.

Bg.

day night

Page

57



Dialog:

(F:) → like a magic Finn arm.

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

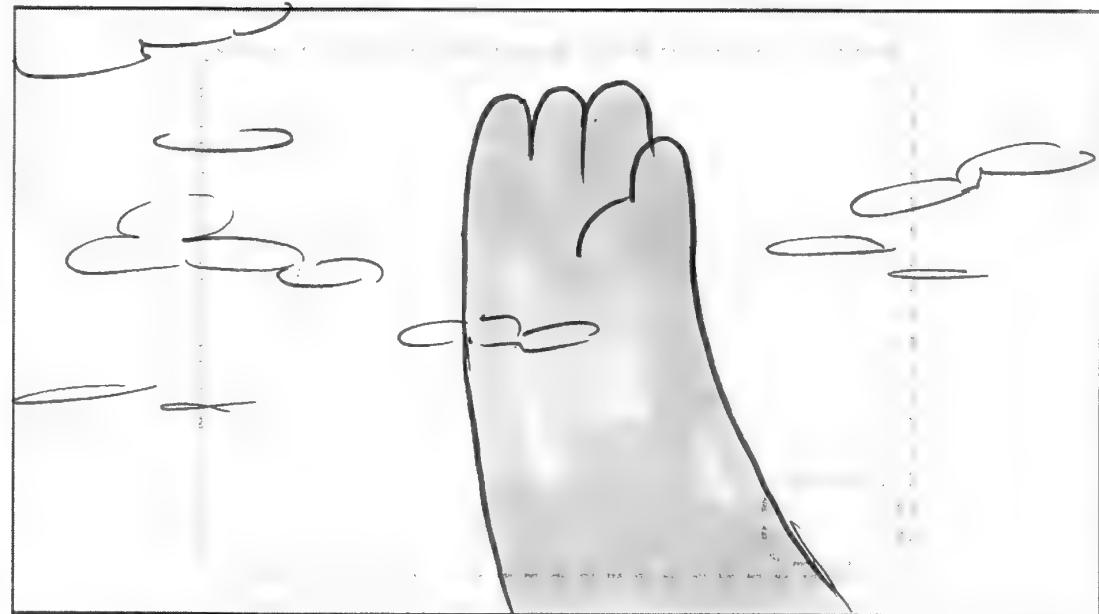
38

Pnl.

A

Bg.

day night



Sc.

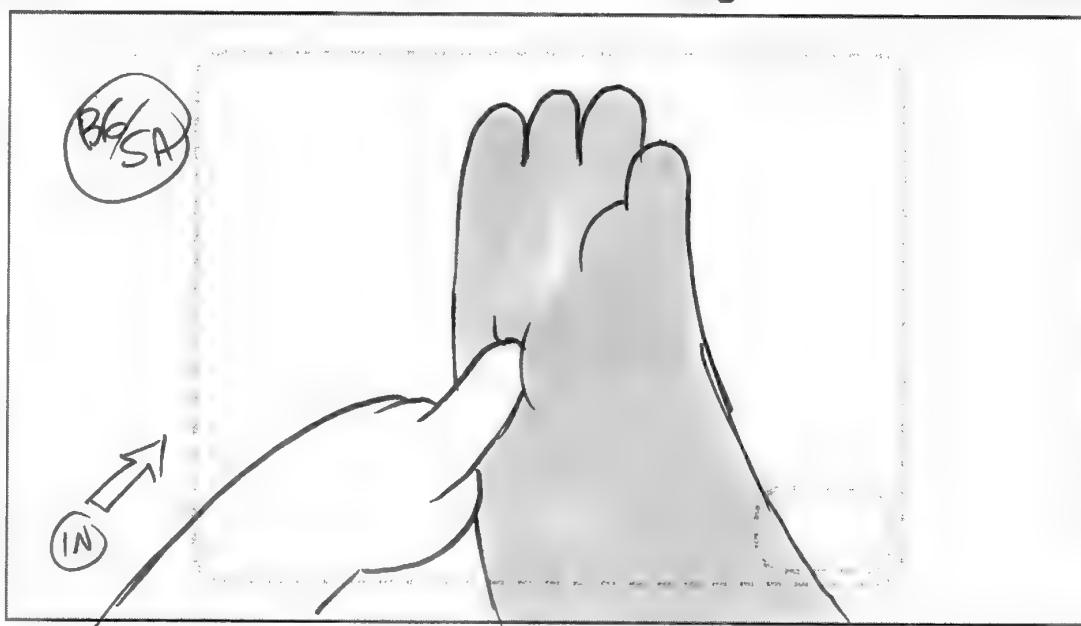
38

Pnl.

B

Bg.

day night



Page 58

Dialog:

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME

Sc.

38

Pnl. C

Bg.

day night



Page

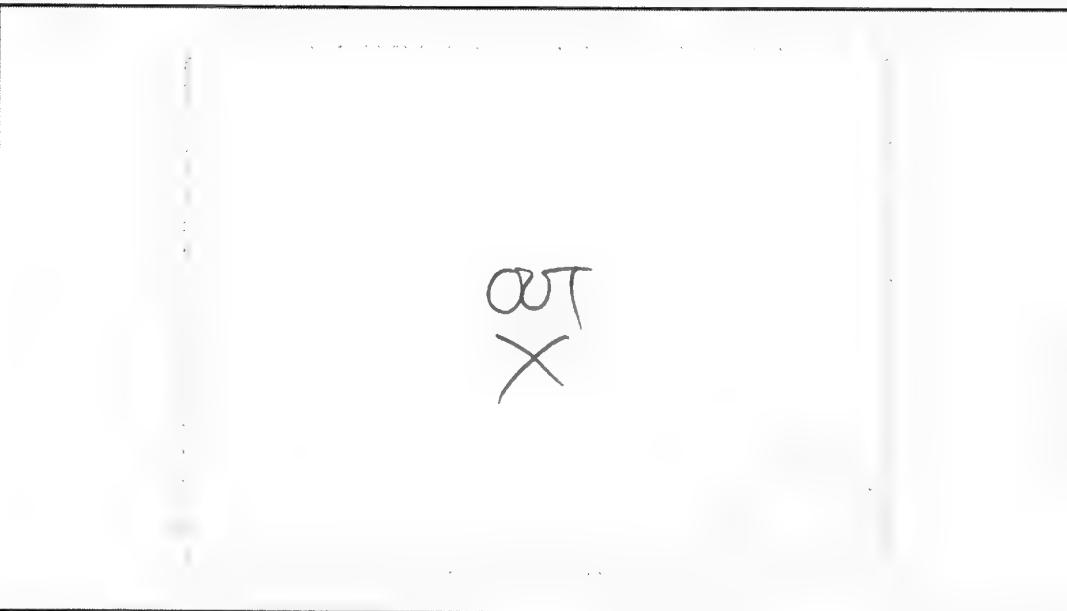
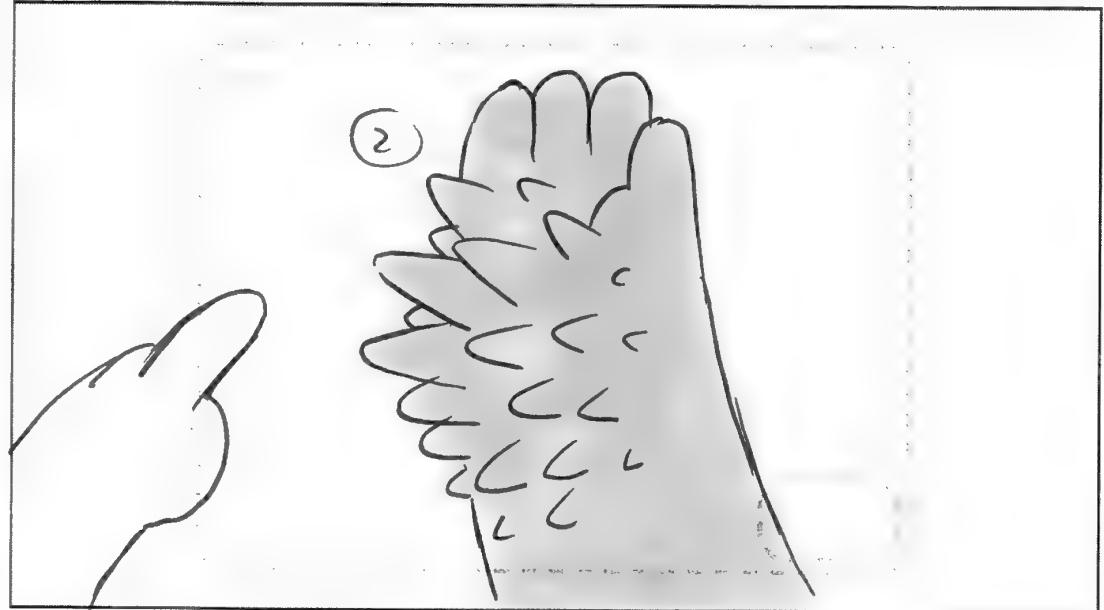
59

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Spikes emerge
Slightly staggered, centered
around spot Finn touched.

Timing:



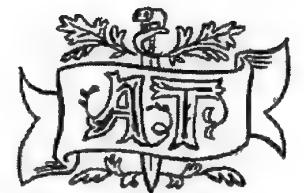
← Spikes should be rubbery - lots of
overshoot

Production :

1025-168

EPISODE #

ADVENTURE TIME



day night

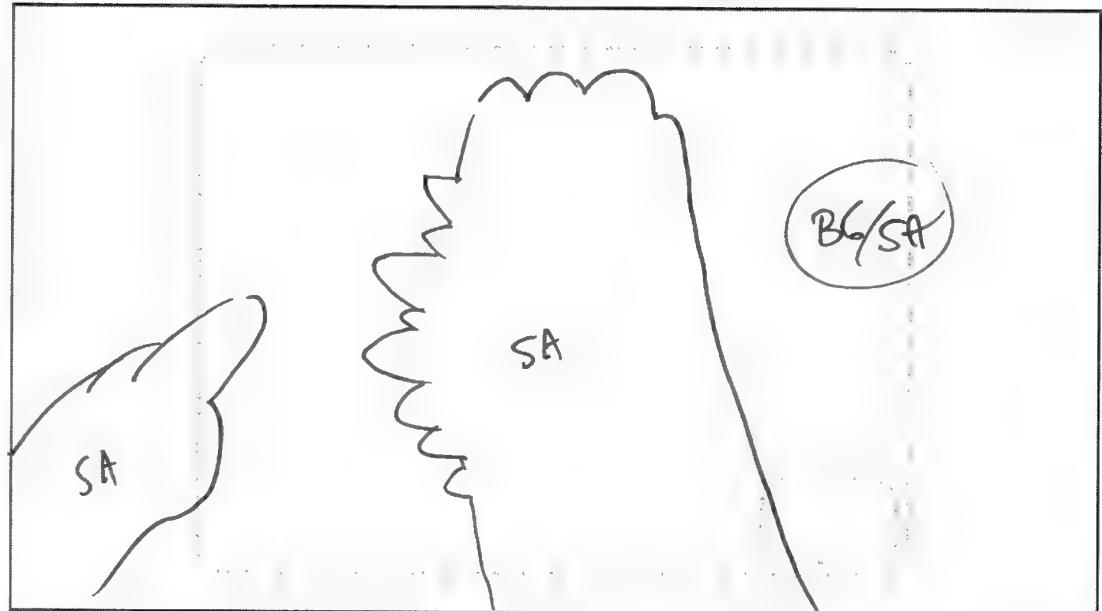
Sc.

38

Pnl.

D

Bg.



day night

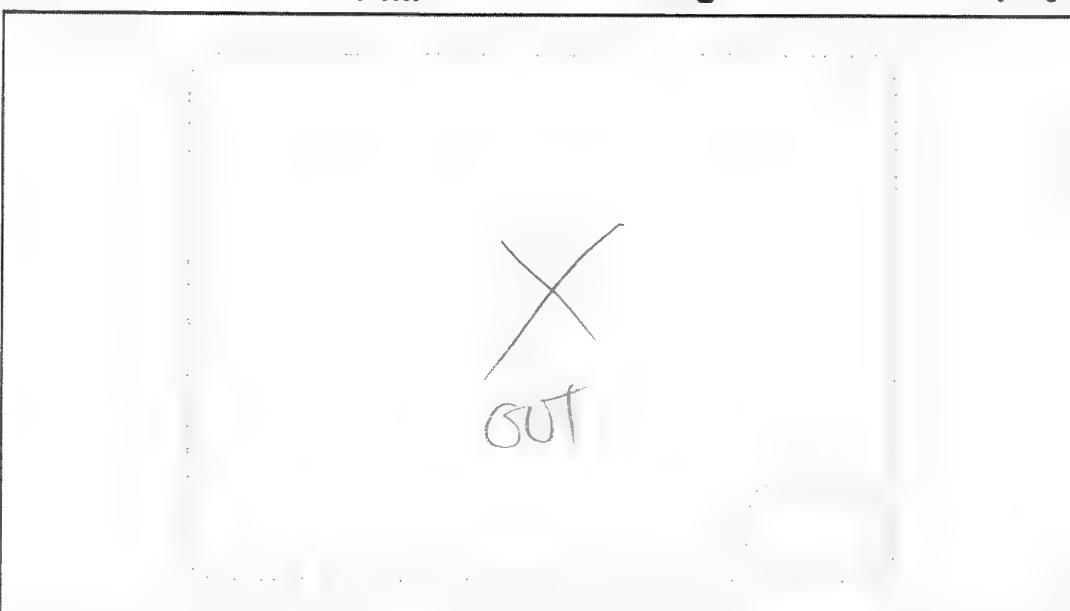
Sc.

Pnl.

Bg.

day night

Page 60



Dialog:

BEAT

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc. 38

Pnl. E

Bg.

day night

Sc.

39

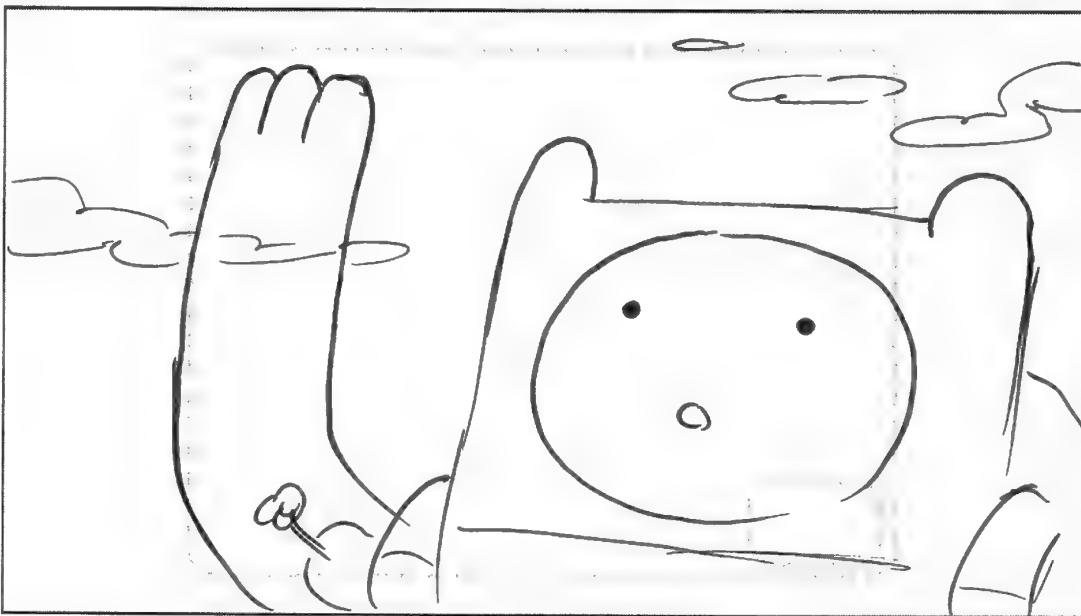
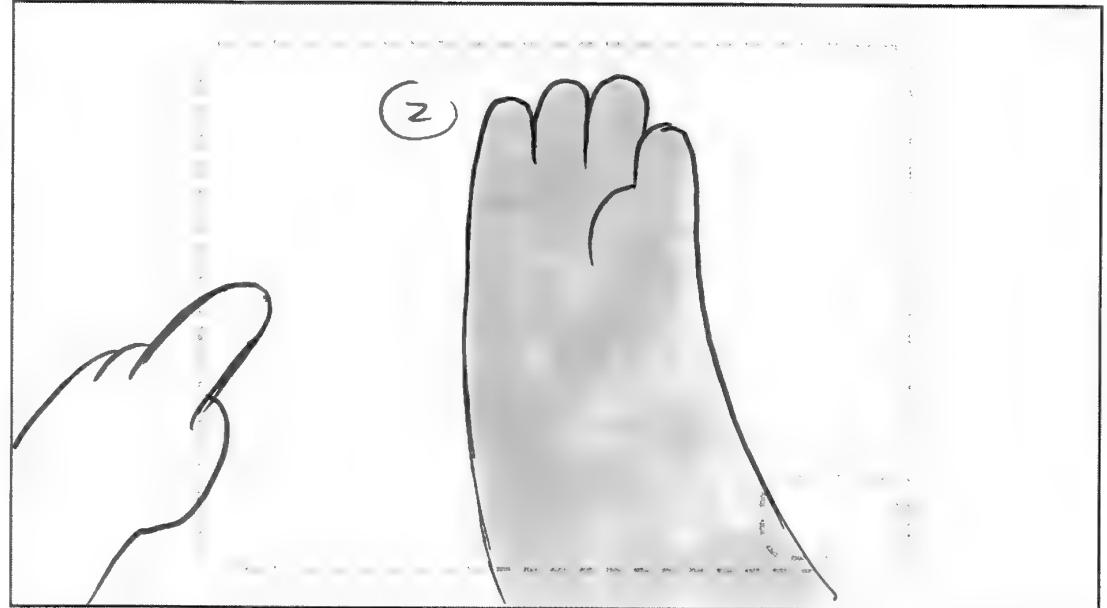
Pnl.

A

Bg.

Page 61

day night



Dialog:

F: Ooo - she's powerful...

Action:



- Spikes
retract.

—
Spike overshoot
into hand, then
bounce back?

Timing:

Production :

1U25-168

EPISODE #

ADVENTURE TIME



Sc. 39

Pnl. B

Bg.

day night

Sc. 39

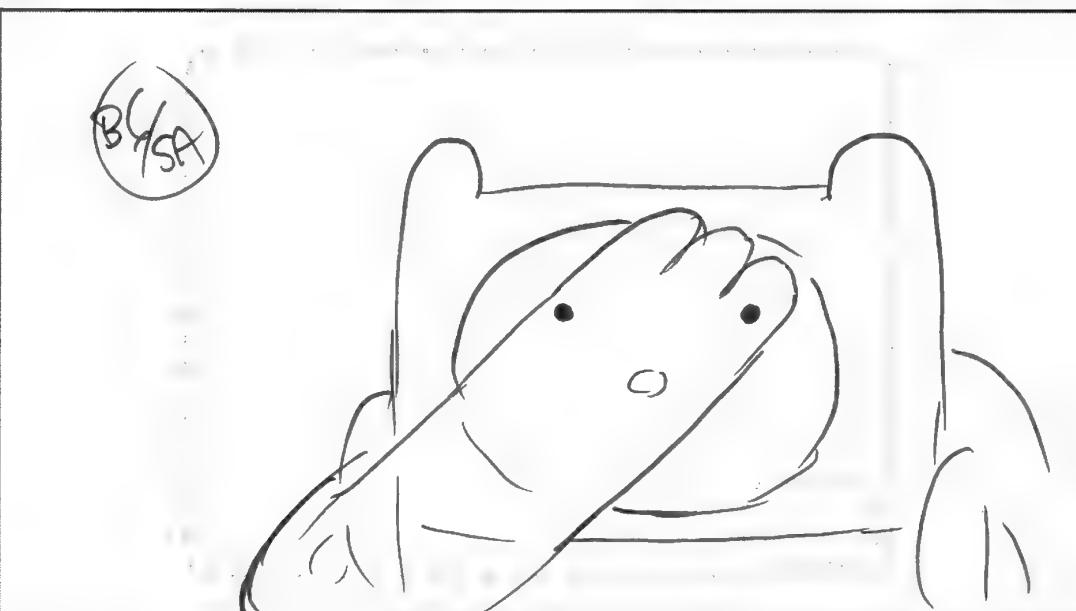
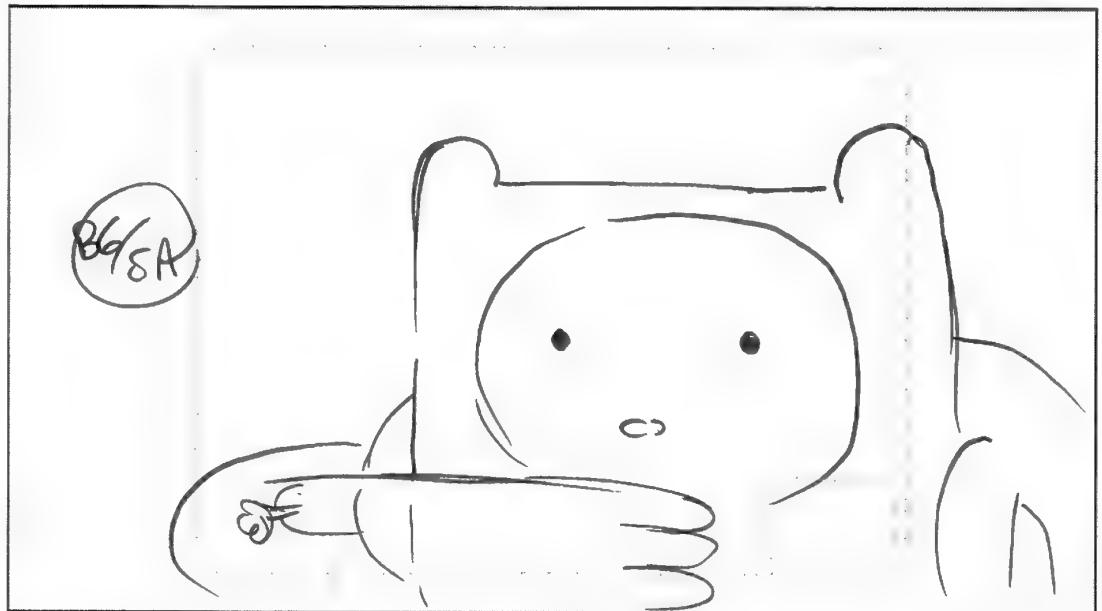
Pnl. C

Bg.

day night

Page

62



Dialog:

F: You must've exploded the
candy arm before, →

F → and made the rock pile
just now.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME

Sc.

39

Pnl.

D

Bg.

day night

Sc.

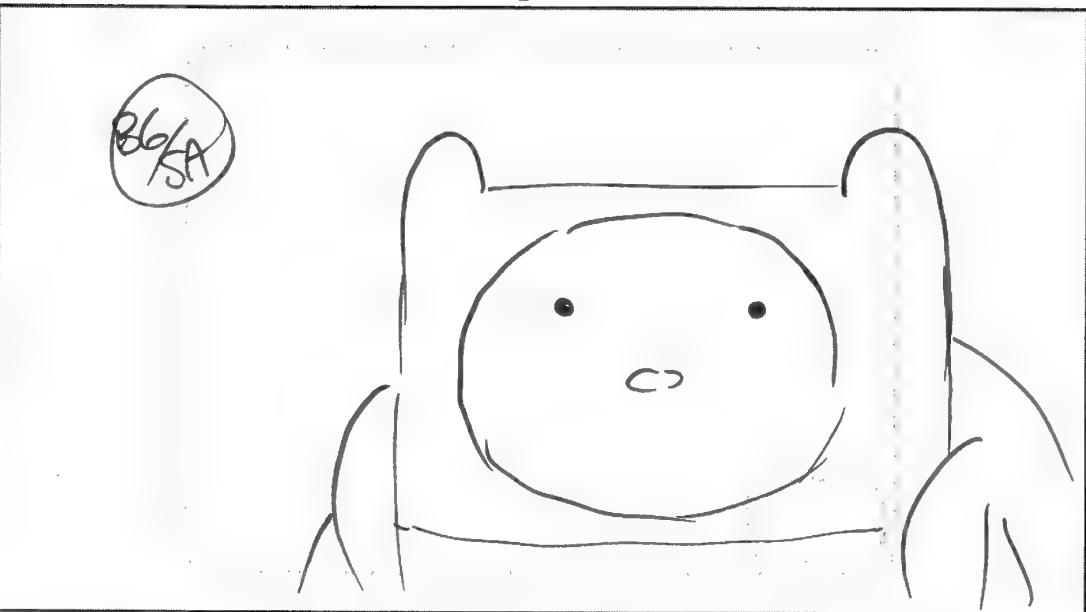
Pnl.

Bg.

day night



Page 63



Dialog:

(F:) It's almost like I'm trying
to tell myself something... →

Action:

Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



Page 64

Sc.

40

Pnl.

A

Bg.

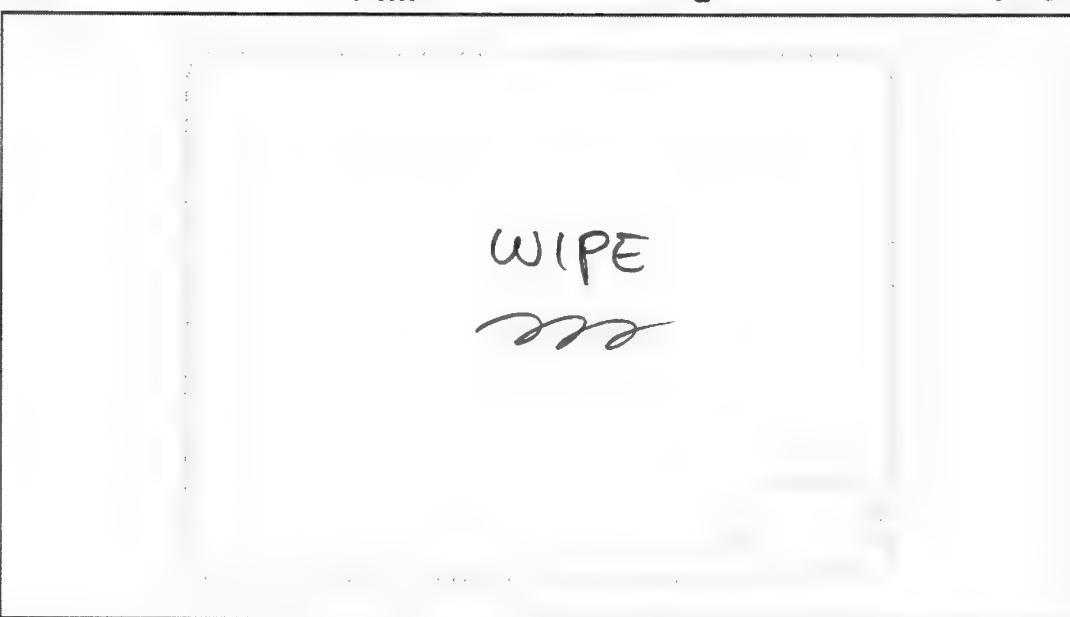
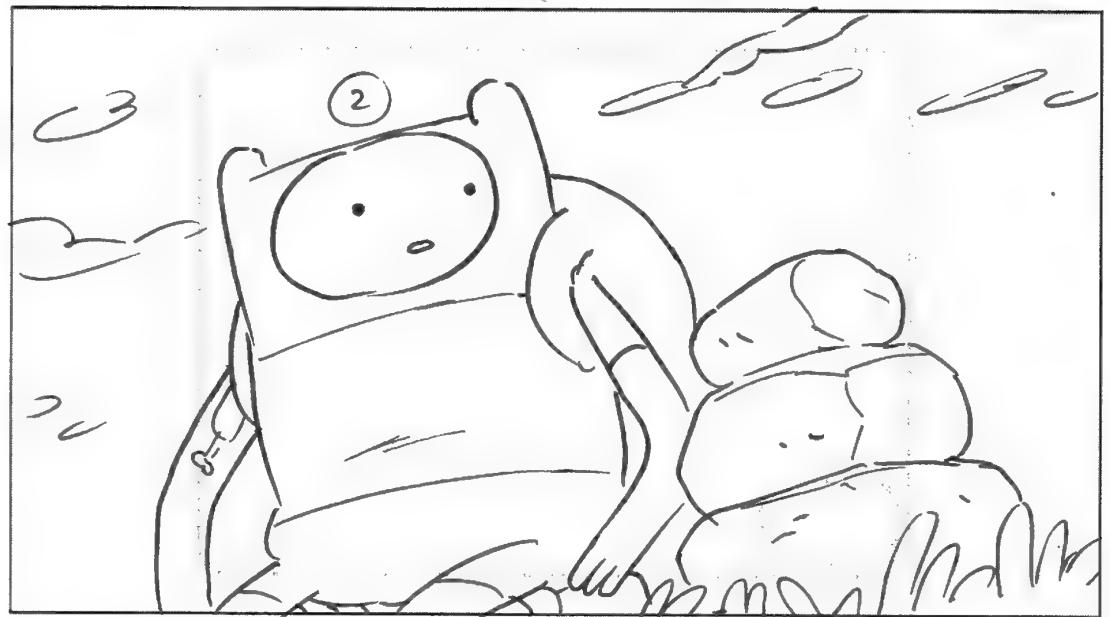
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F: ... like a message from my
melon heart.

Action:



Timing:

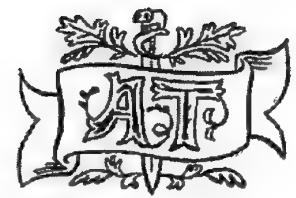
EPISODE #

Production :

1025-168

ADVENTURE TIME

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Page 65

Sc.

41

Pnl.

A

Bg.

day night

Sc.

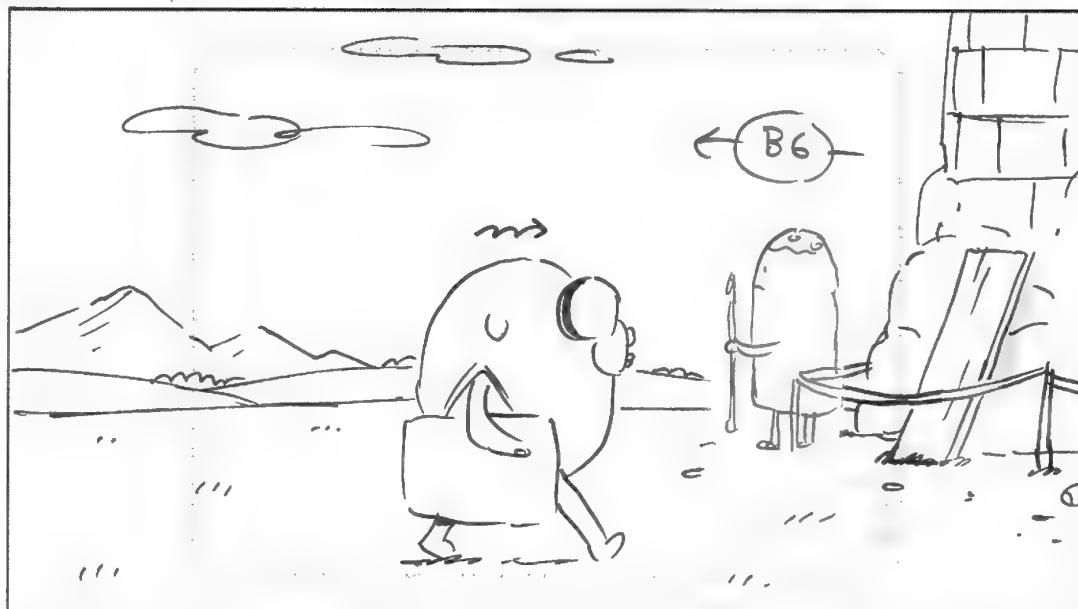
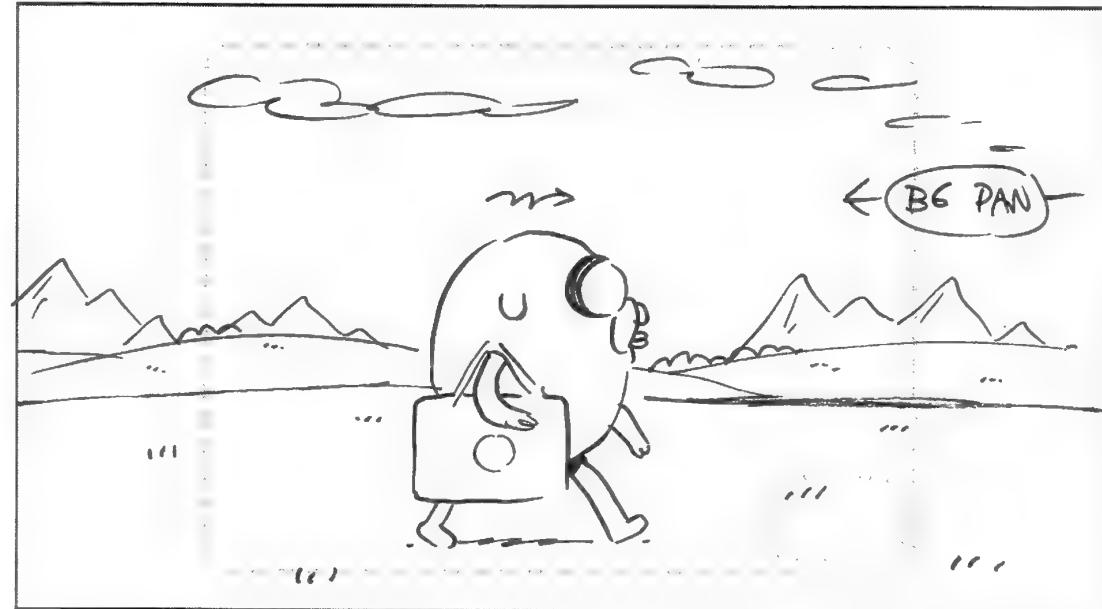
41

Pnl.

B

Bg.

day night



Dialog:

J: *humming tunelessly*

Action:

Timing:

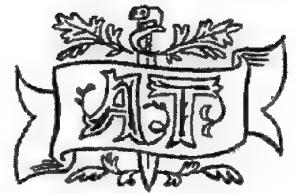
EPISODE #

Production :

1025-168

ADVENTURE TIME

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Page 66

Sc.

41

Pnl.

C

Bg.

day night

Sc.

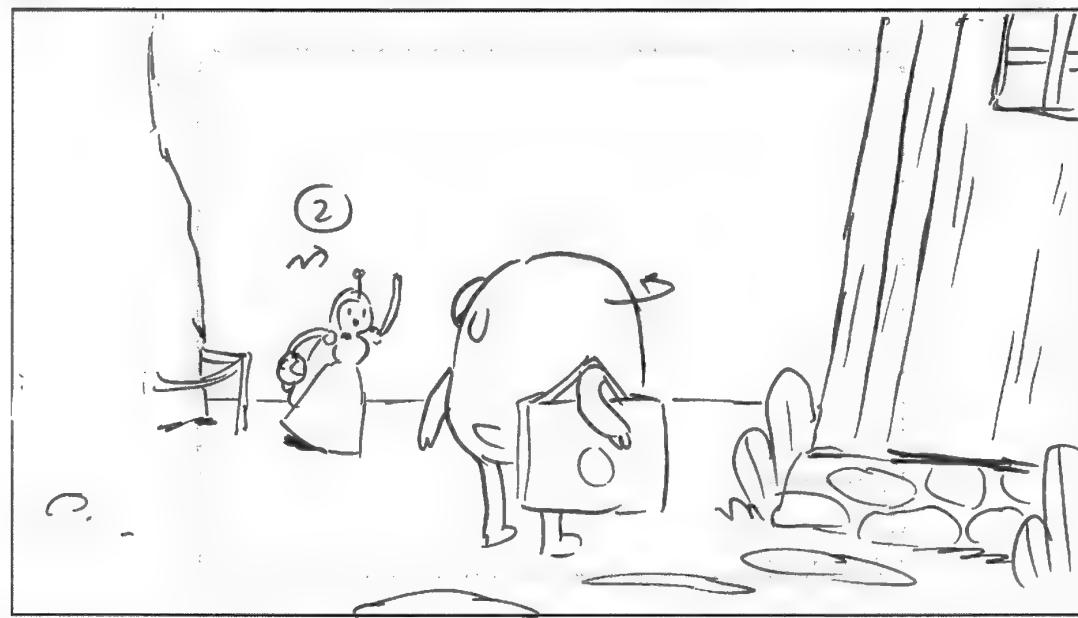
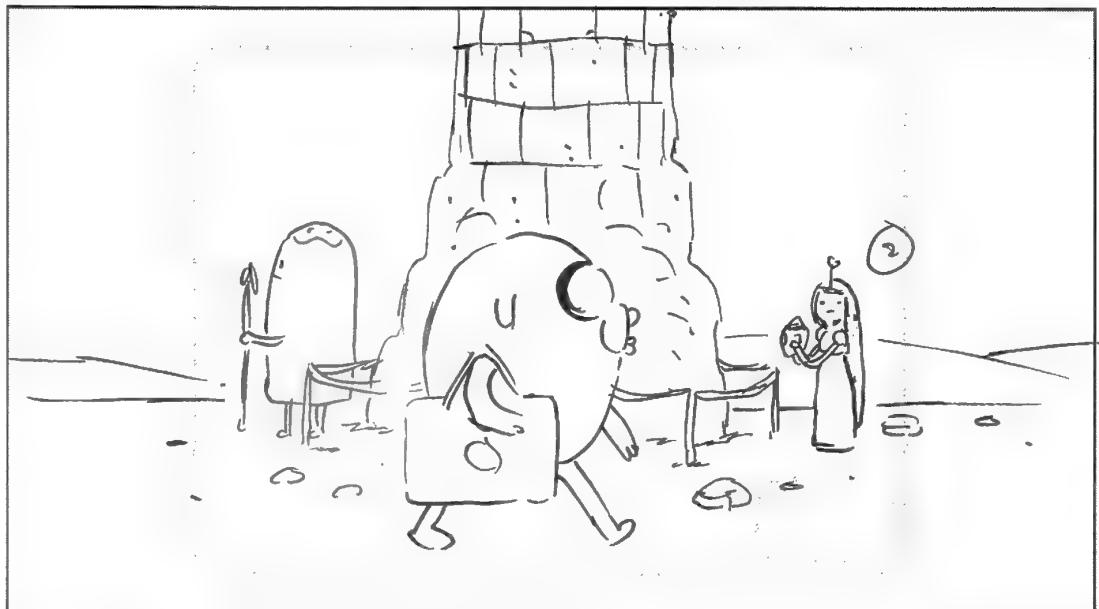
41

Pnl.

D

Bg.

day night



Dialog:

(PB) (1) Jake! Jake!

Action:



Timing:

EPISODE #

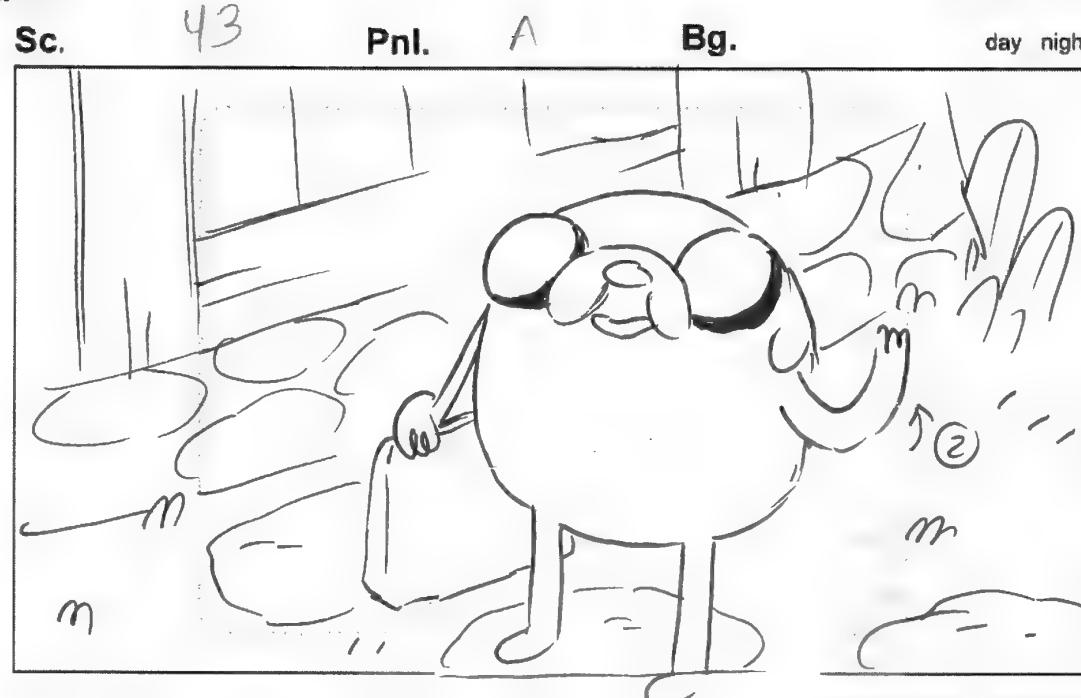
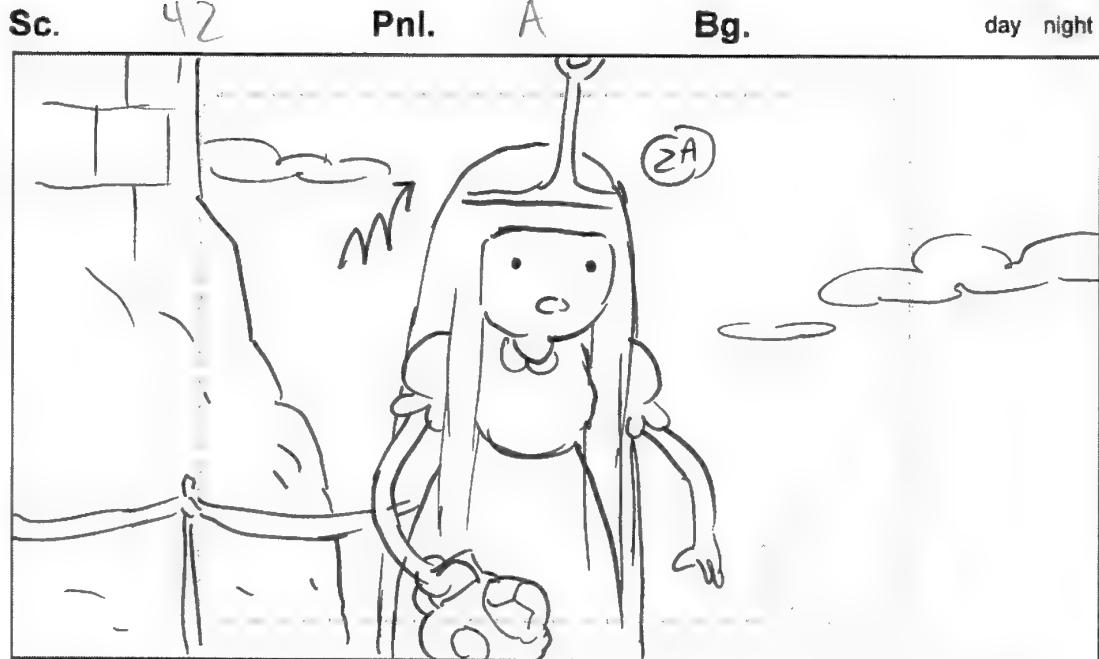
Production :

1025-168

ADVENTURE TIME



Page 67

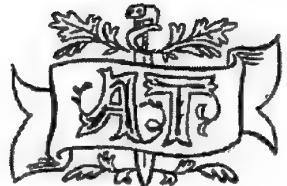


EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 68

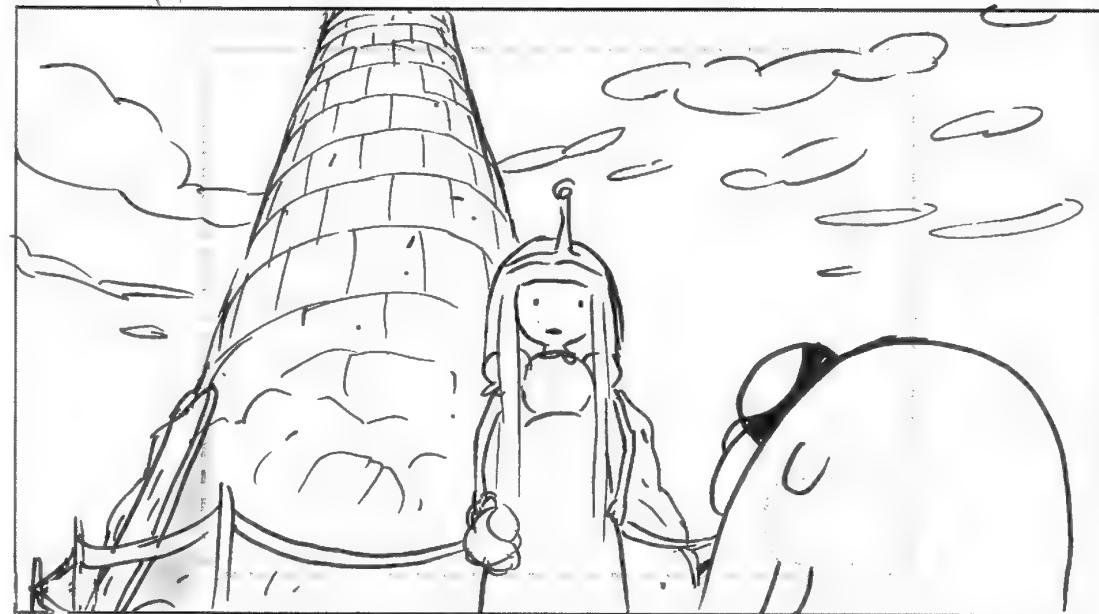
Sc.

44

Pnl. A

Bg.

day night



Sc.

45

Pnl. A

Bg.

day night



Dialog:

(PB) Wait... you don't know?

(J) (1) III...
(2) miight?

Action:



Timing:

Production :

1025-16E

EPISODE #

ADVENTURE TIME



Page 69

Sc.

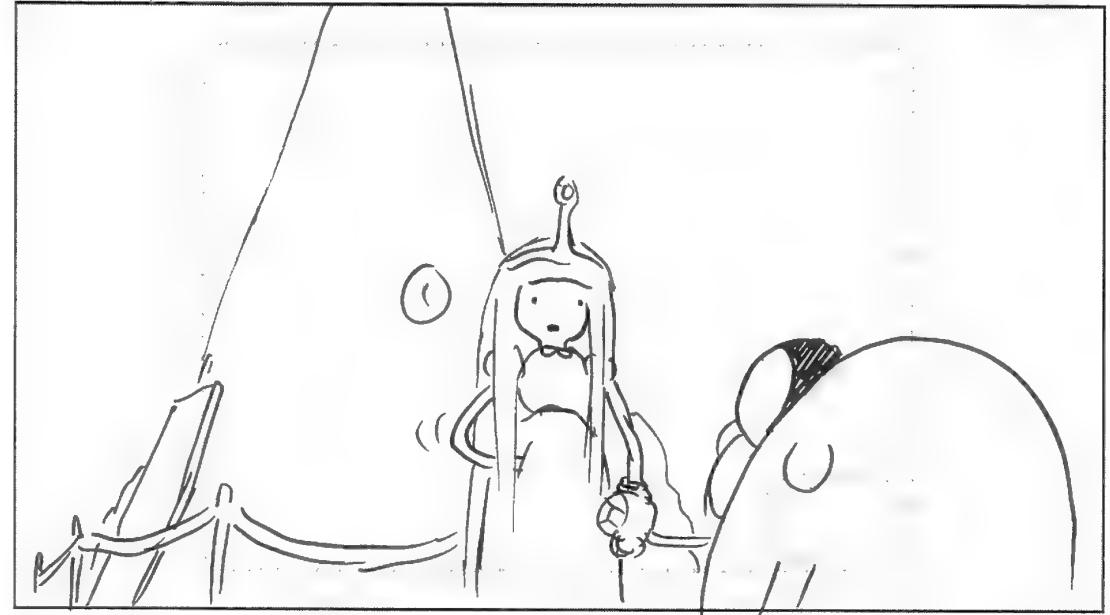
46

Pnl.

A

Bg.

day night



Sc.

46

Pnl.

B

Bg.

day night

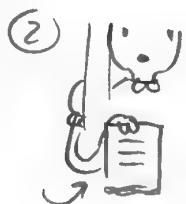


Dialog:

(PB) Here look, →

(PB) it was taped to
the tower.

Action:



Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

47

Pnl.

A

Bg.

day night



Sc.

48

Pnl.

A

Bg.

day night



Page 70

Dialog:

(J) (reading fast to self:) Jake I'm going to space to punch my dad and steal his arm back soon Finn. →

(J:) Wow, what the heee ?

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



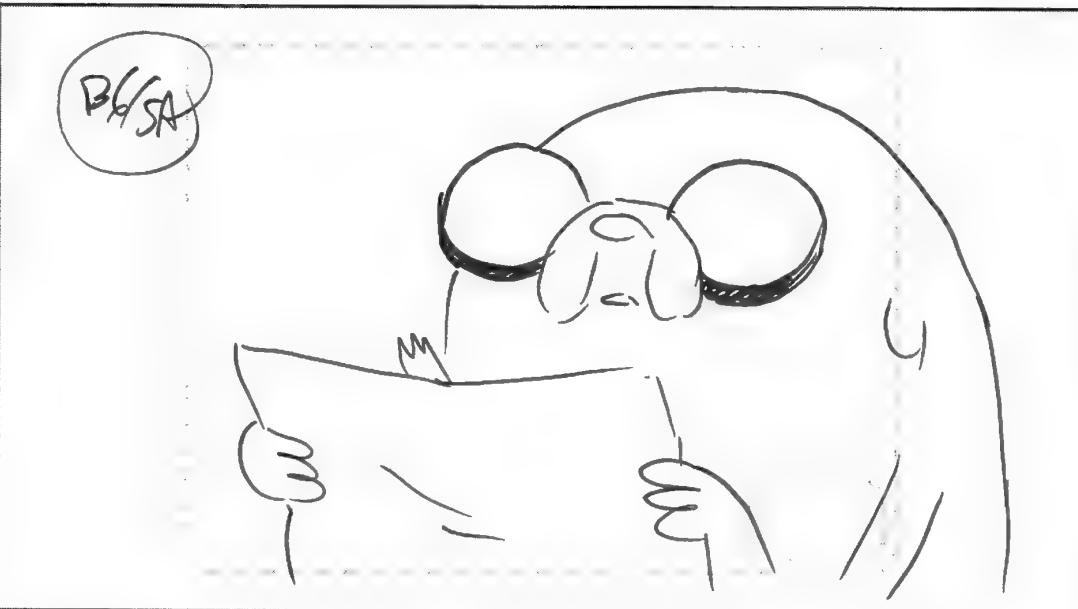
Sc.

48

Pnl. B

Bg.

day night



Sc.

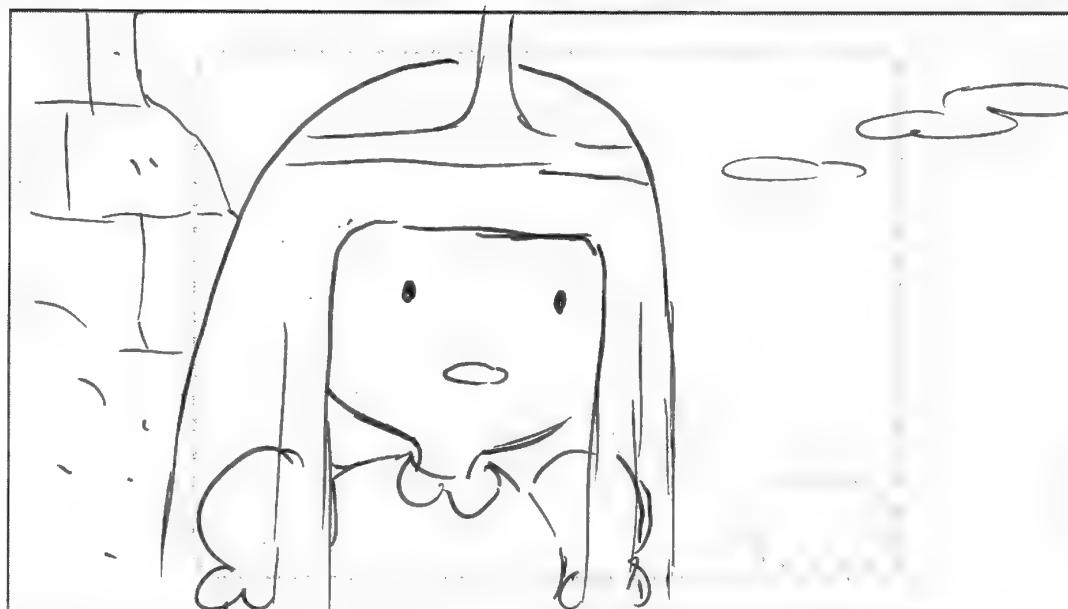
49

Pnl. A

Bg.

Page 71

day night



Dialog:

(PB) OS: Yeah.

(PB) My biggest powerometer, back
at the castle, was flipping
all the way out.

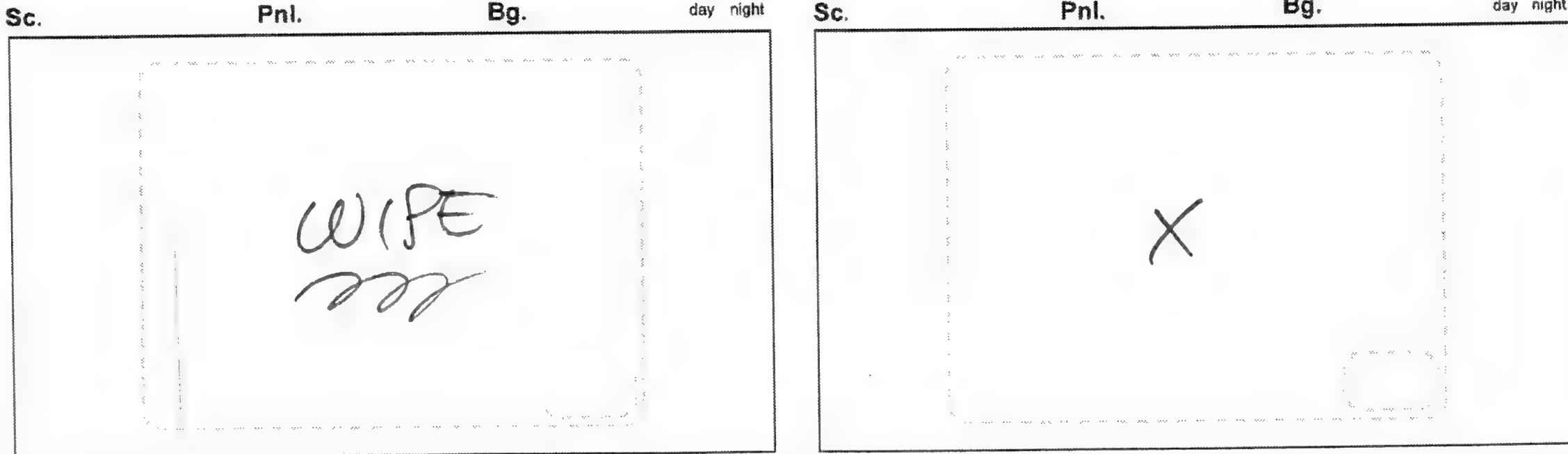
Action:

Timing:

EPISODE #

Production :

1025-168



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



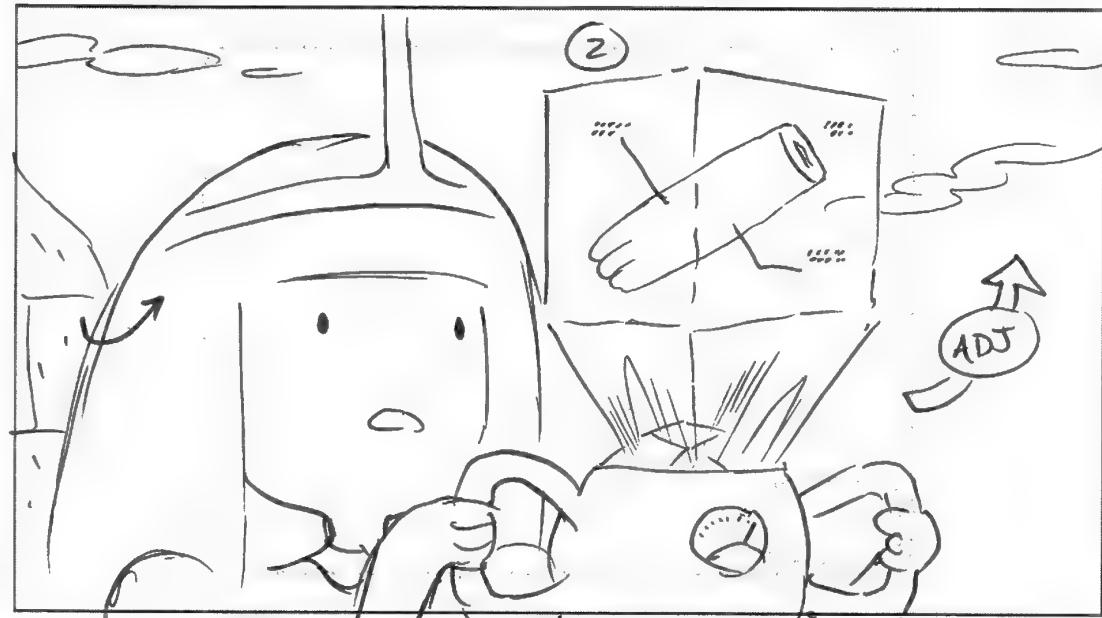
Sc.

49

Pnl. B

Bg.

day night

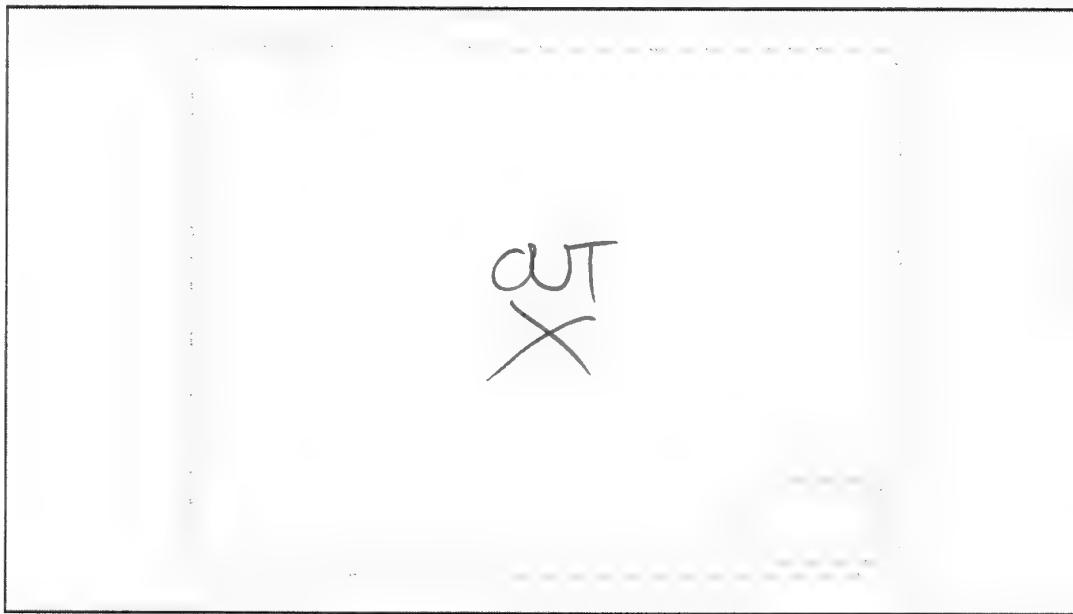


Sc.

Pnl.

Bg.

day night

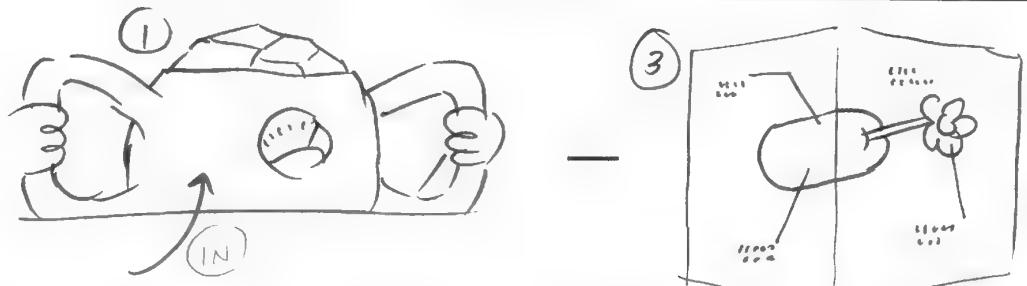


Dialog:

(P.B.) It looks like Finn's somehow manifested a sort of →

Action:

- Powerometer projects hologram



Timing:

EPISODE #

Production :

1025-168

Page 72

ADVENTURE TIME



Page 73

Sc.

56

Pnl. A

Bg.

day night

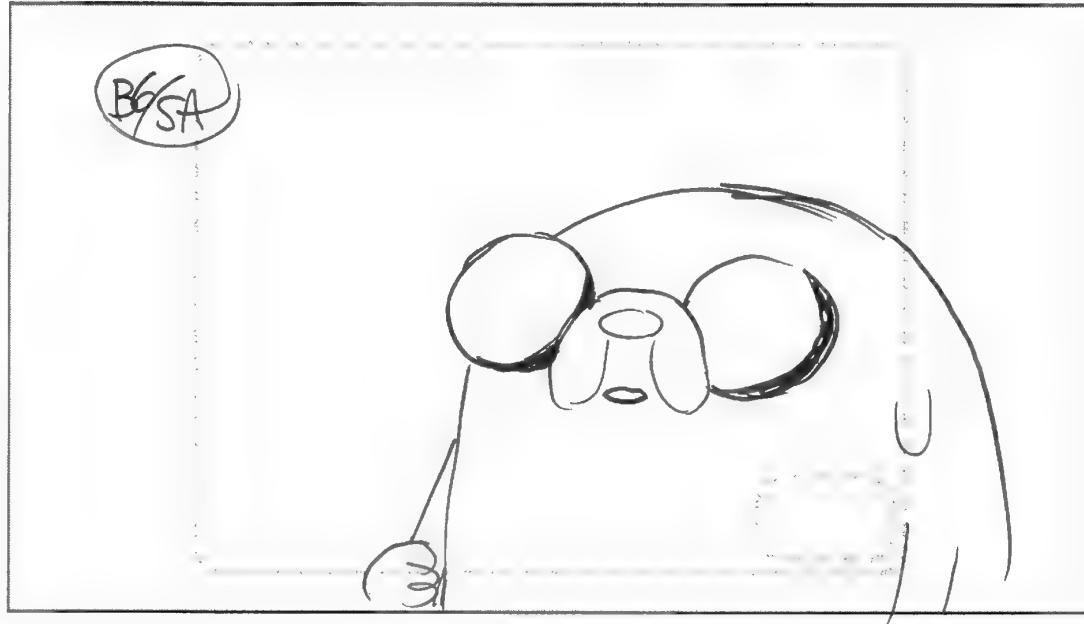
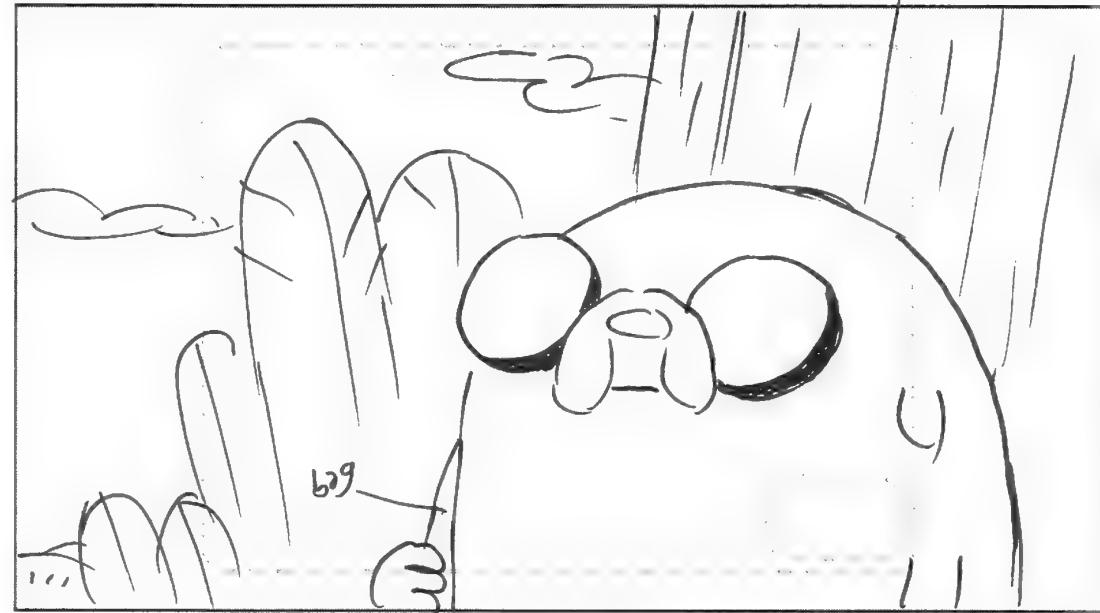
56

50

Pnl. B

Bg.

day night



Dialog:

(PB) (OS) telekinetic electroemotional
prosthesis.

(J:) word, word.

(ALT:) id-based semiautonomous electroemotional
telekinetic prosthesis.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 74

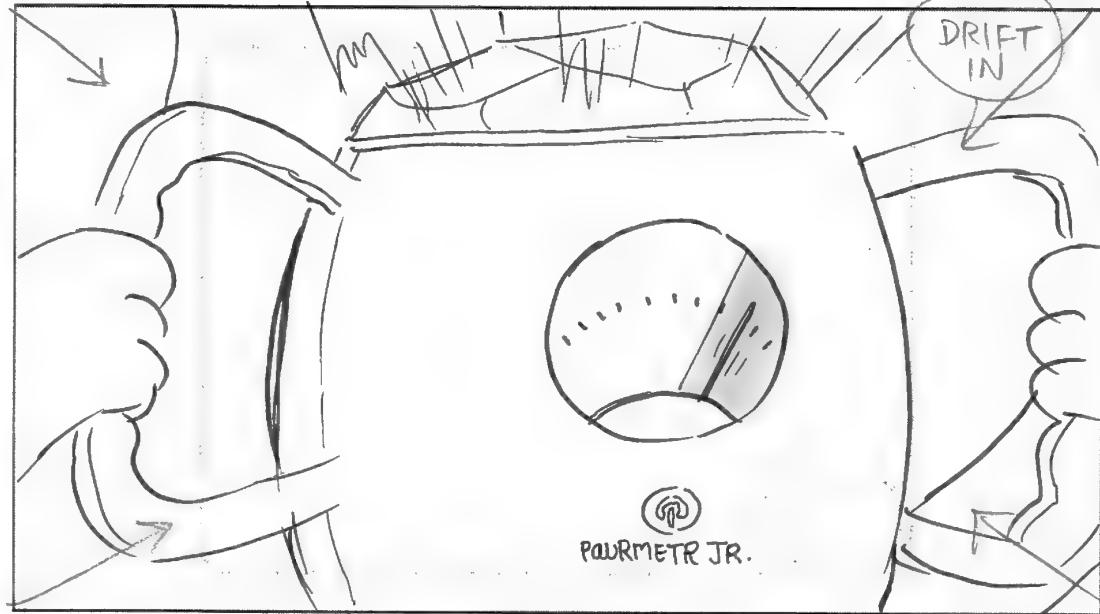
Sc.

51

Pnl. A

Bg.

day night



Sc.

52

Pnl. B

A

Bg.

day night



Dialog:

(PB) (OS) (cont) → with this much raw power he could be a danger to himself or others, →

(PB) → So I've quarantined the area 'til I can coax him down.

Action:

- meter needle vibrates from the power
- DRIFT IN on meter

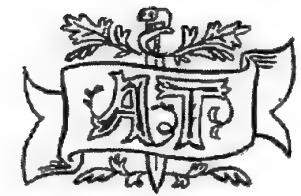
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

52

Pnl.

B

Bg.

day night

Sc.

52

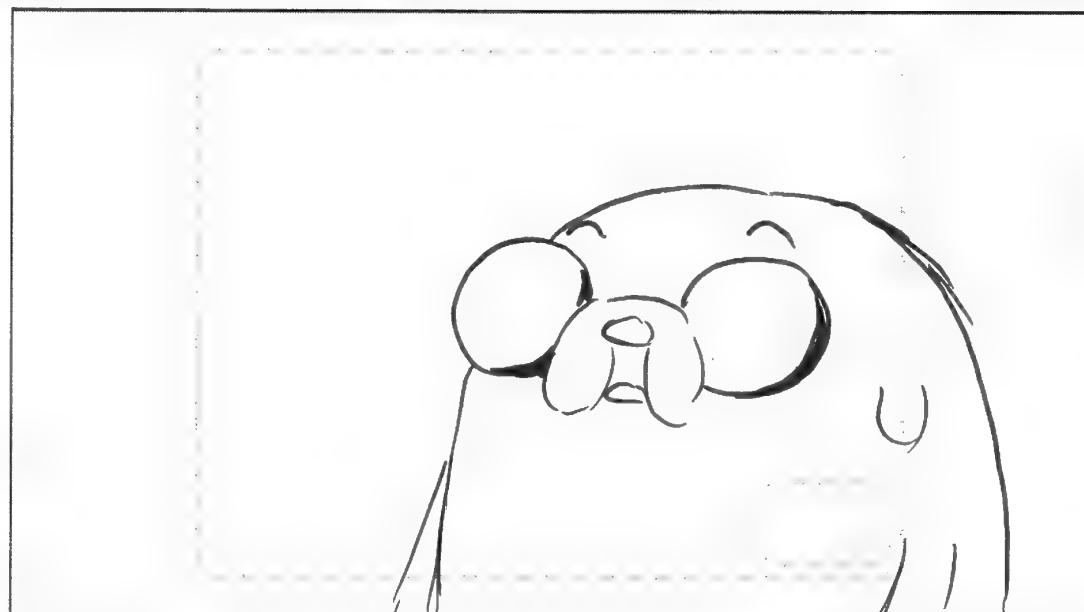
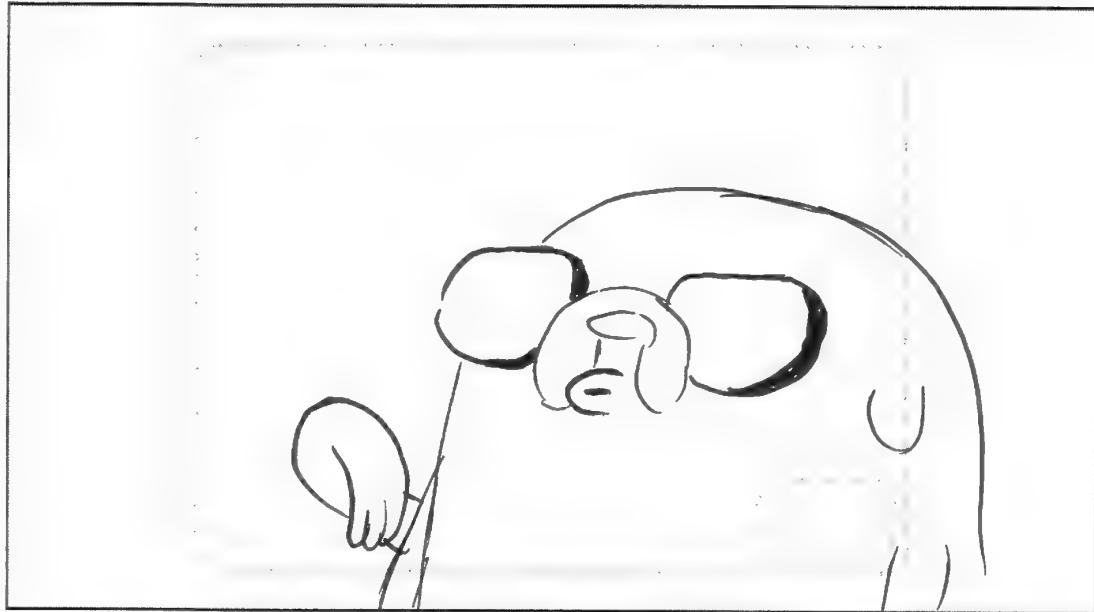
Pnl.

C

Bg.

Page 75

day night

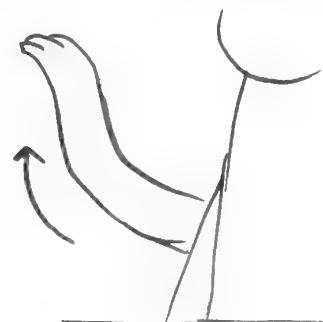


Dialog:

(J:) * pfft * →

(J:) T.M.L.O., Princess.

Action:

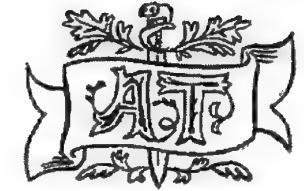


Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 76

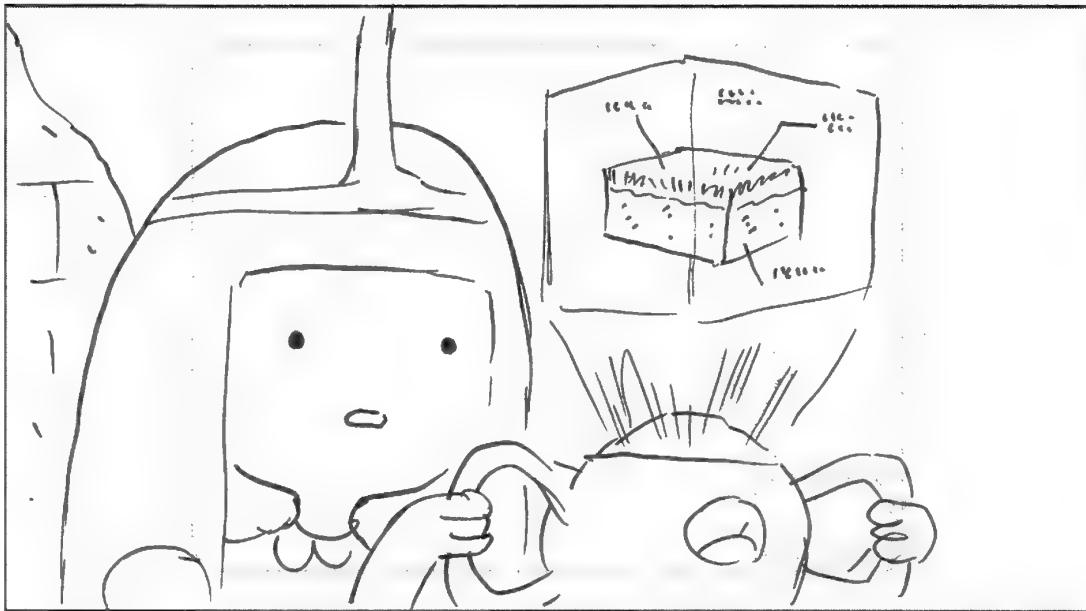
Sc.

53

Pnl. A

Bg.

day night



Sc.

54

Pnl. A

Bg.

day night



Dialog:

(RB) What?

(J) "That means lay off".

Action:

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



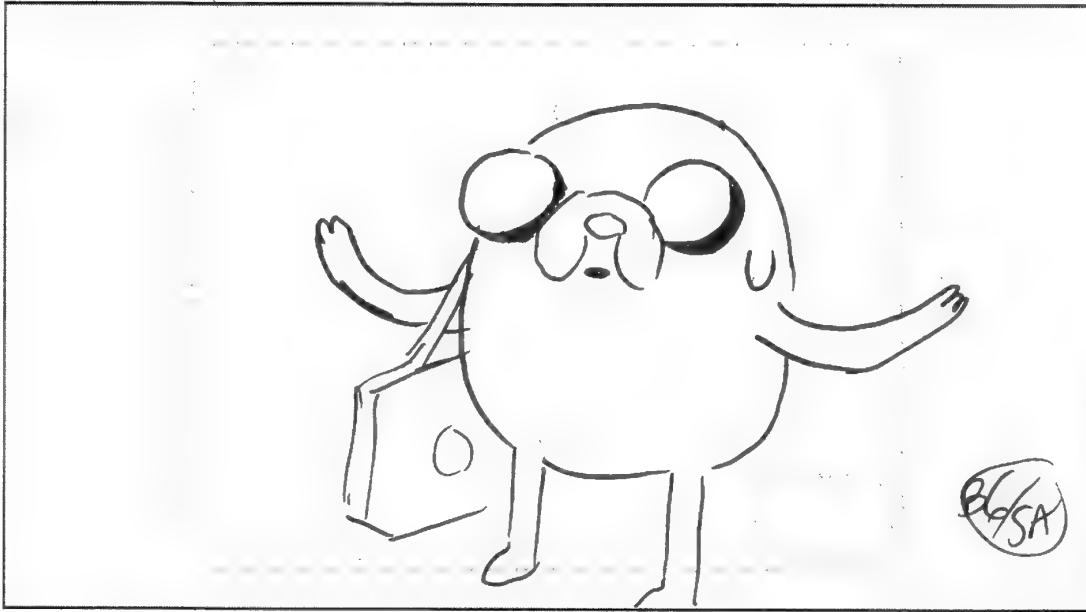
Sc.

54

Pnl. B

Bg.

day night



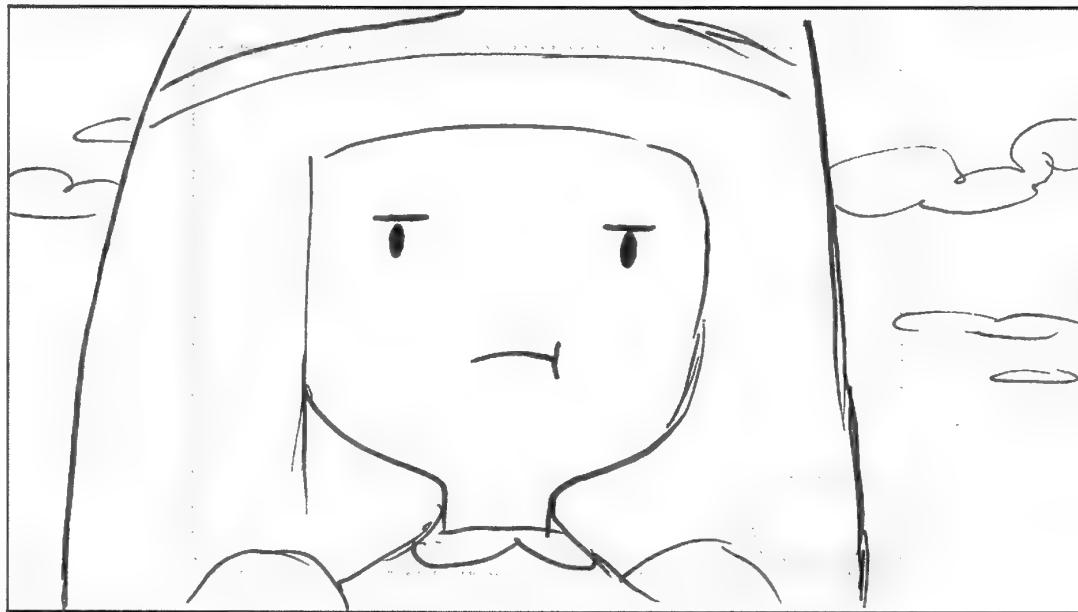
Sc.

55

Pnl. A

Bg.

day night



Page

77

EPISODE # 1025-168

EPISODE #

Dialog:

J: Finn's feelin' this one
out solo-style. →

JOS → Give the kid
a chance.

Action:

Timing:

Production :

ADVENTURE TIME



Page 79

Sc. 56

Pnl. A

Bg.

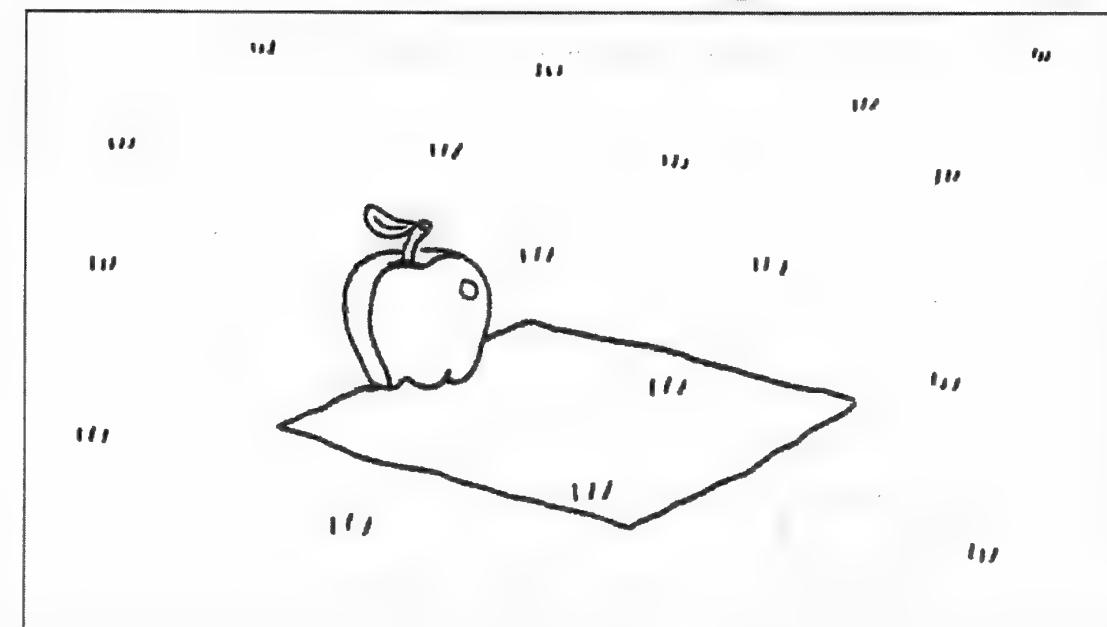
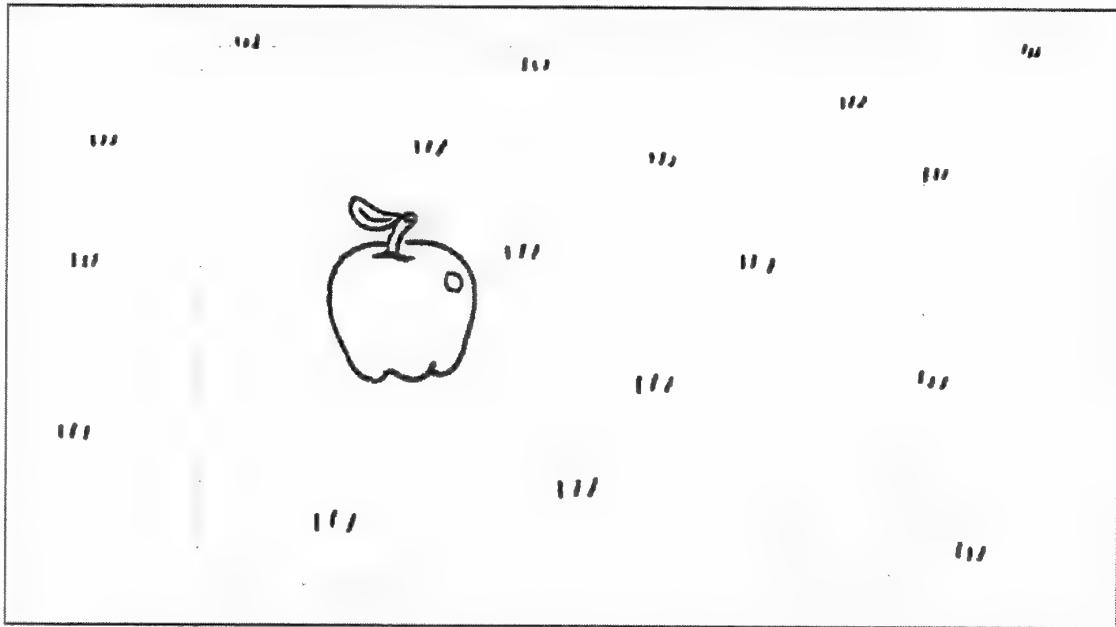
day night

Sc. 56

Pnl. B

Bg.

day night



Dialog:

MUSIC THROUGH
THIS SEQUENCE IS LIKE A TRAIN - ↗ CHKA-CHKA-CHKA-
CHKA-CHKA-CHKA ↘

(SFY) /; GOT;

Action:

Timing:

ADVENTURE TIME



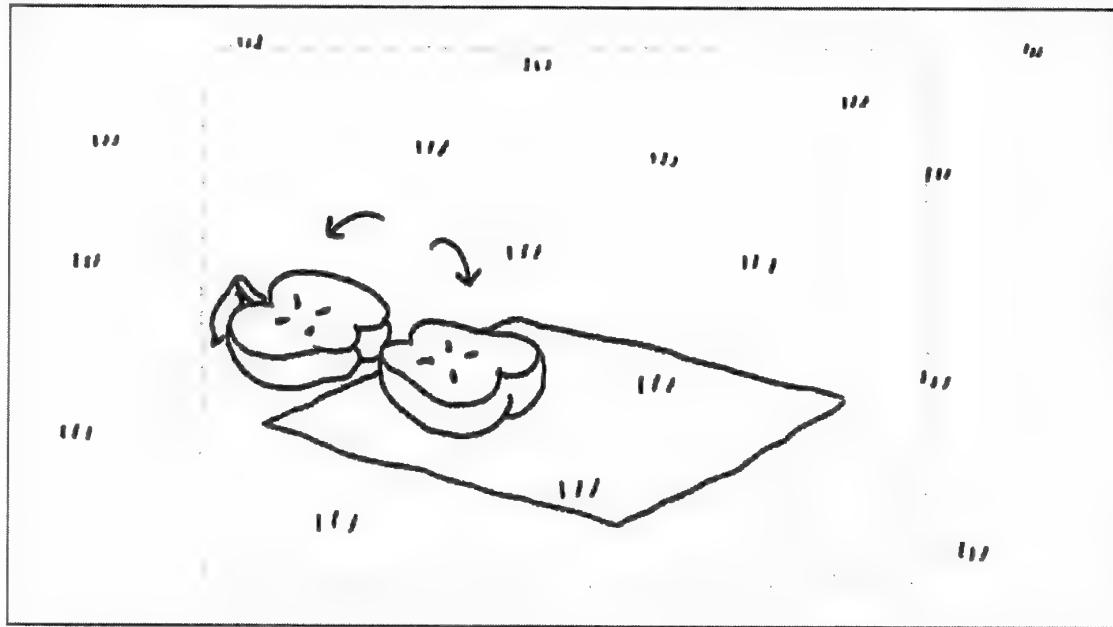
Page 80

Sc. 56

Pnl. C

Bg.

day night

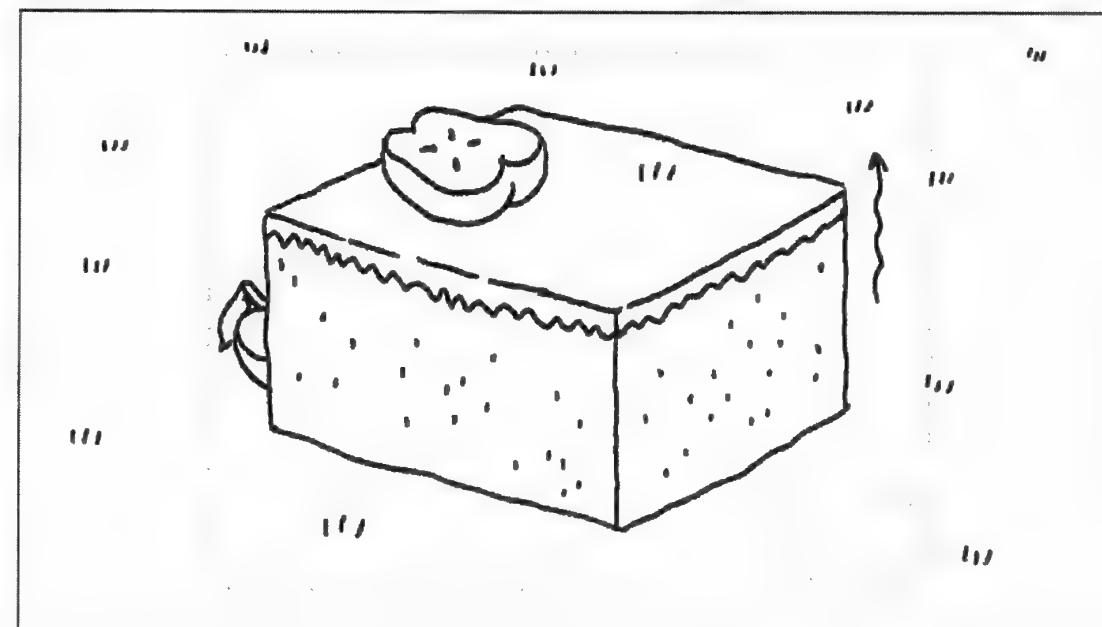


Sc. 56

Pnl. D

Bg.

day night



Dialog:

SFX SHHHHHHK !

Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



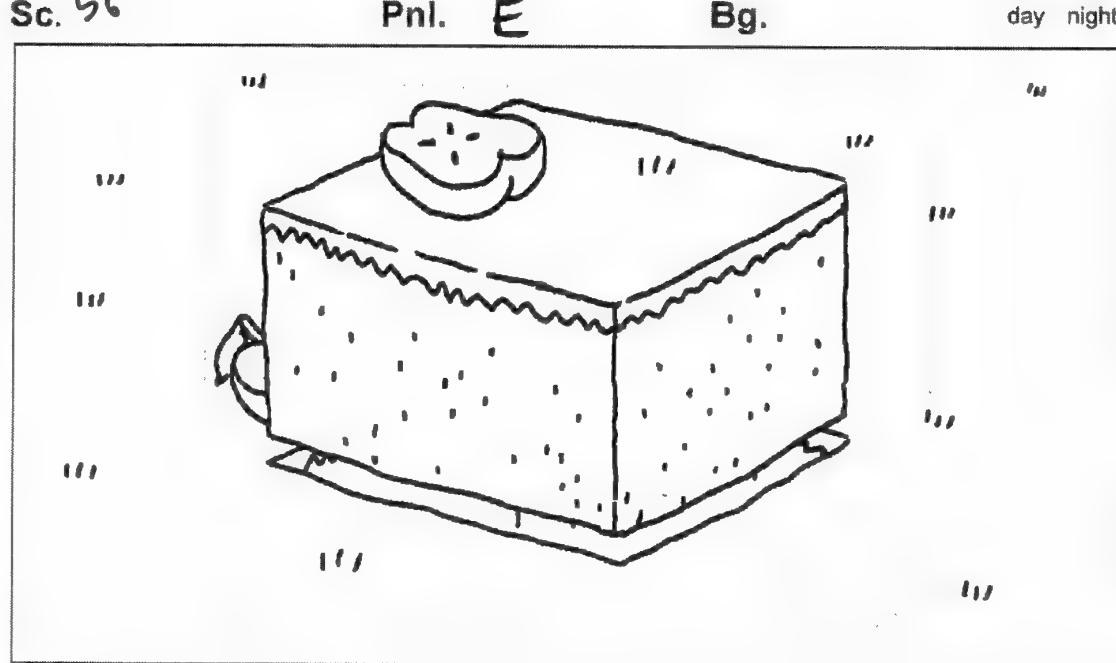
Page 81

Sc. 56

Pnl. E

Bg.

day night



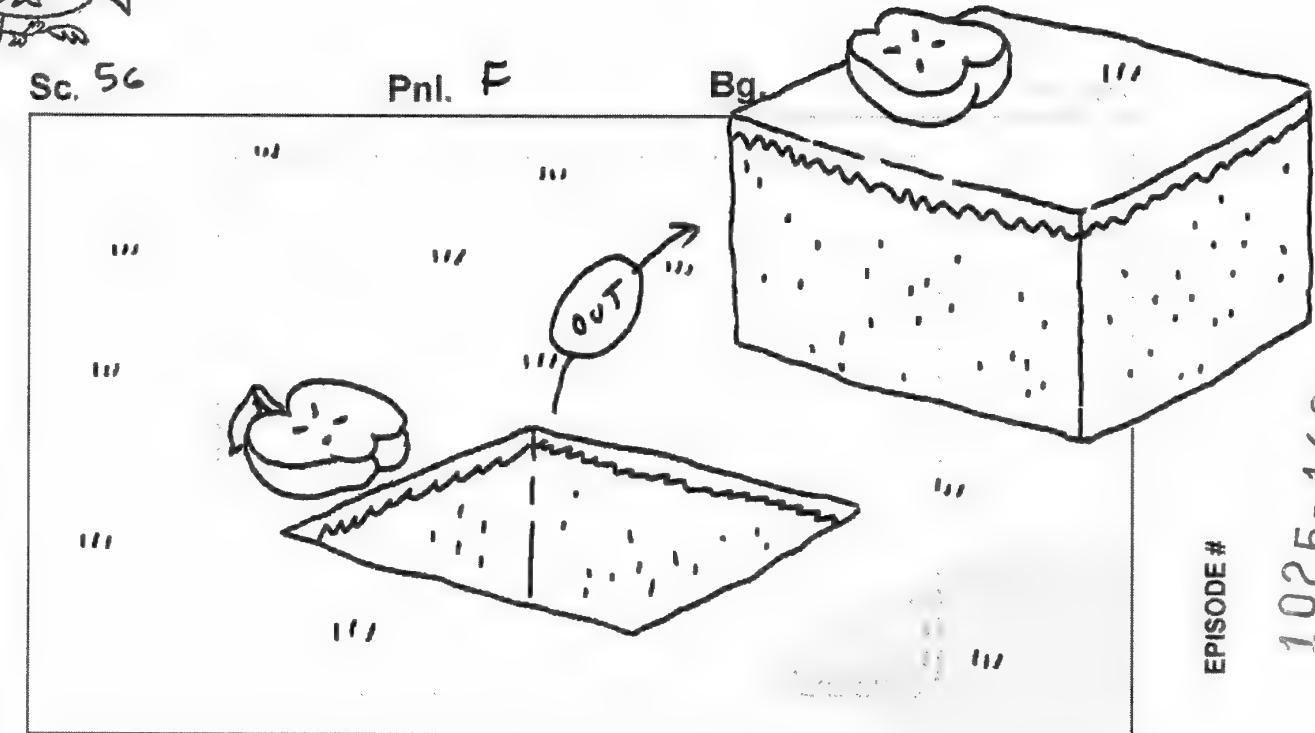
Sc. 56

Pnl. F

Bg.

1025-168

EPISODE #



Dialog:

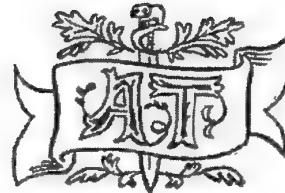
SFX | :PAP:

Action:

Timing:

Production :

ADVENTURE TIME



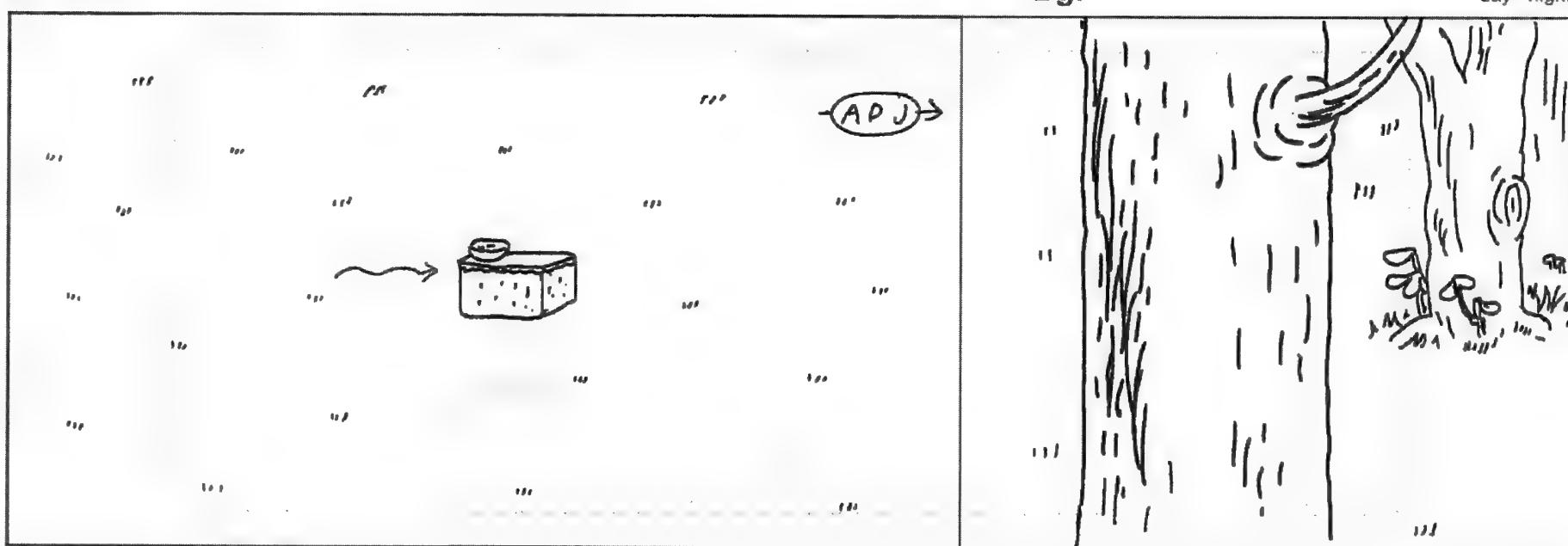
Page 82

Sc. 57

Pnl. A

Bg.

day night



Dialog:

= MUSIC CONT. =

Action:

- BRICK'S MOVING
- MAYBE BOBBING
- A BIT IF IT'S
NOT PROHIBITIVELY

• PLAINS TURNS TO WOODS

Timing:

COMPLICATED

(CAM. GAINING ON BRICKS)

EPISODE #

1025-168

Production :

ADVENTURE TIME



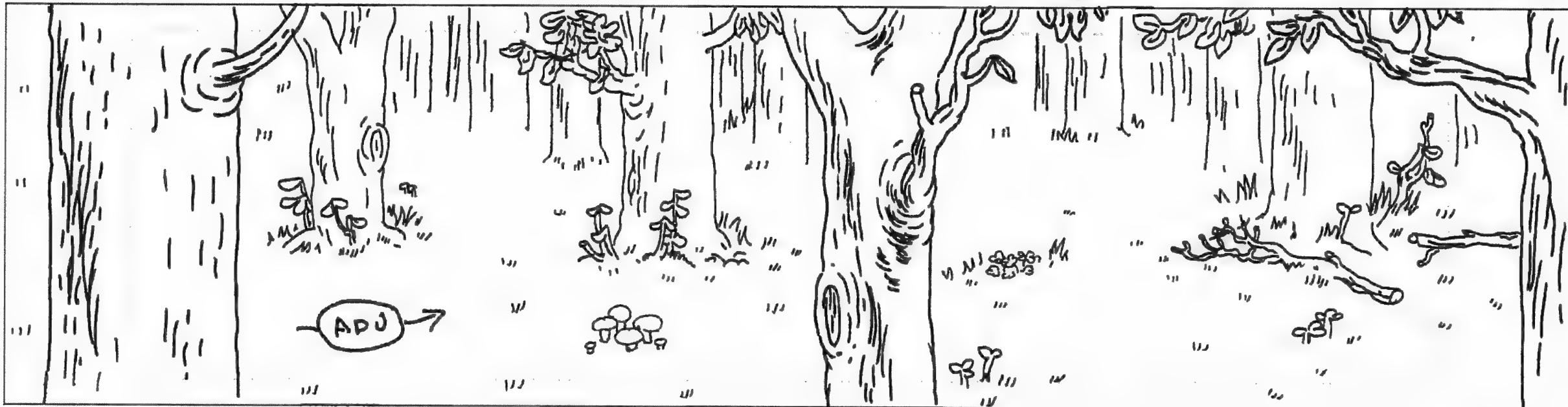
Page 83

Sc. 57

Pnl. X

Bg.

day night



Dialog:

Action:

B G . R E F E R E N C E

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



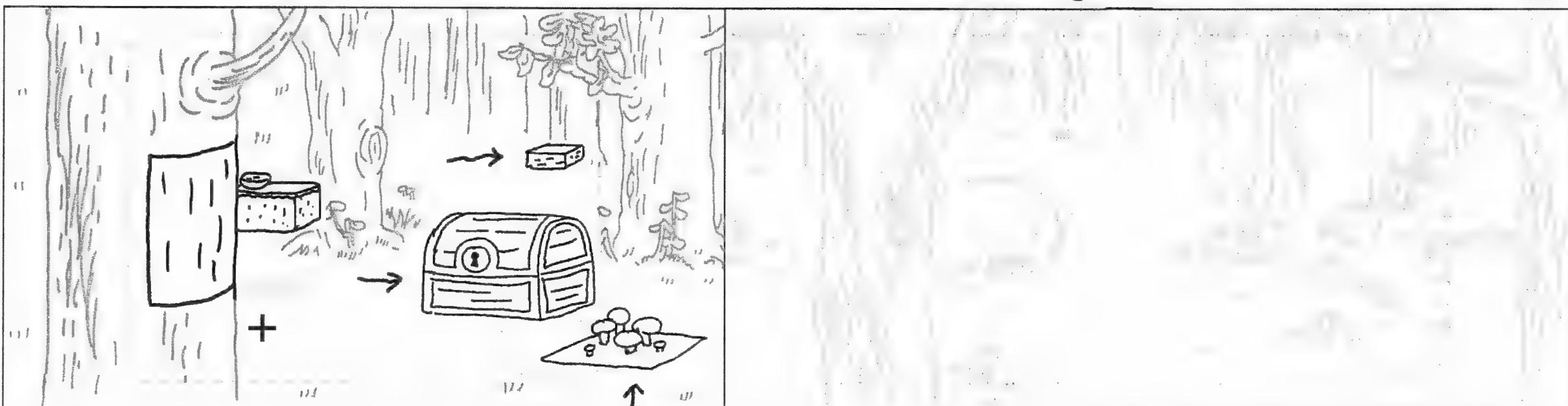
Page 84

Sc. 57

Pnl. B

Bg.

day night



EPISODE #

1025-168

Dialog:

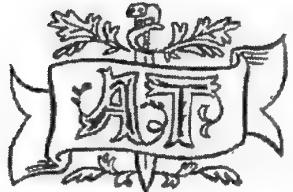
Action:

Timing:

GETS
SLICED, LIKE IN THE
PREVIOUS SCENE

Production :

ADVENTURE TIME



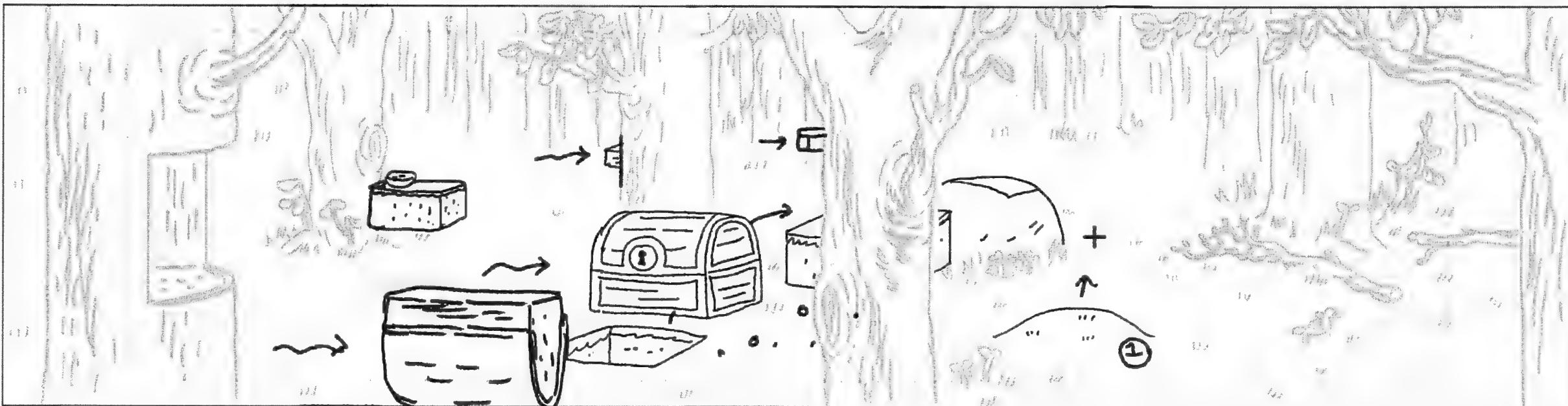
Page 85

Sc. 57

Pnl. C

Bg.

day night

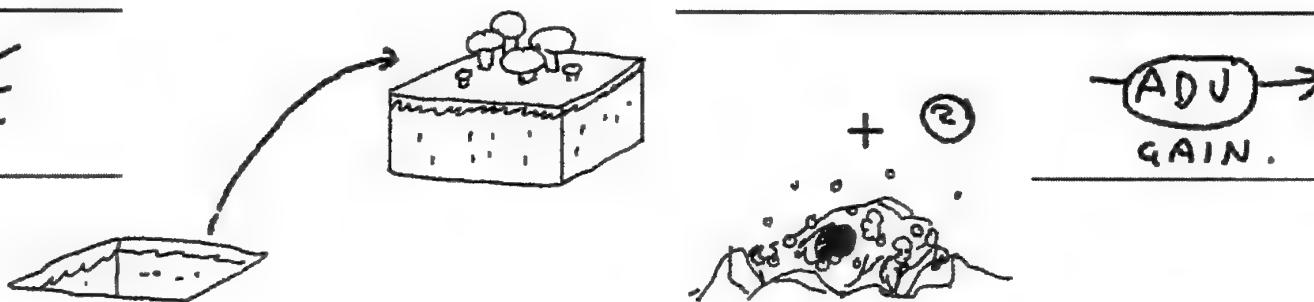


Dialog:

Action:

= MID PAN
BRICK REF. =

Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 86

Sc. 57

Pnl. ▶

Bg.

day night



EPISODE #

1025-168

Dialog:

Action:

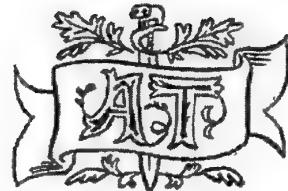
→ (ADJ)

(KING OF OOO'S CROWN'S
IN THERE.)

Timing:

Production :

ADVENTURE TIME



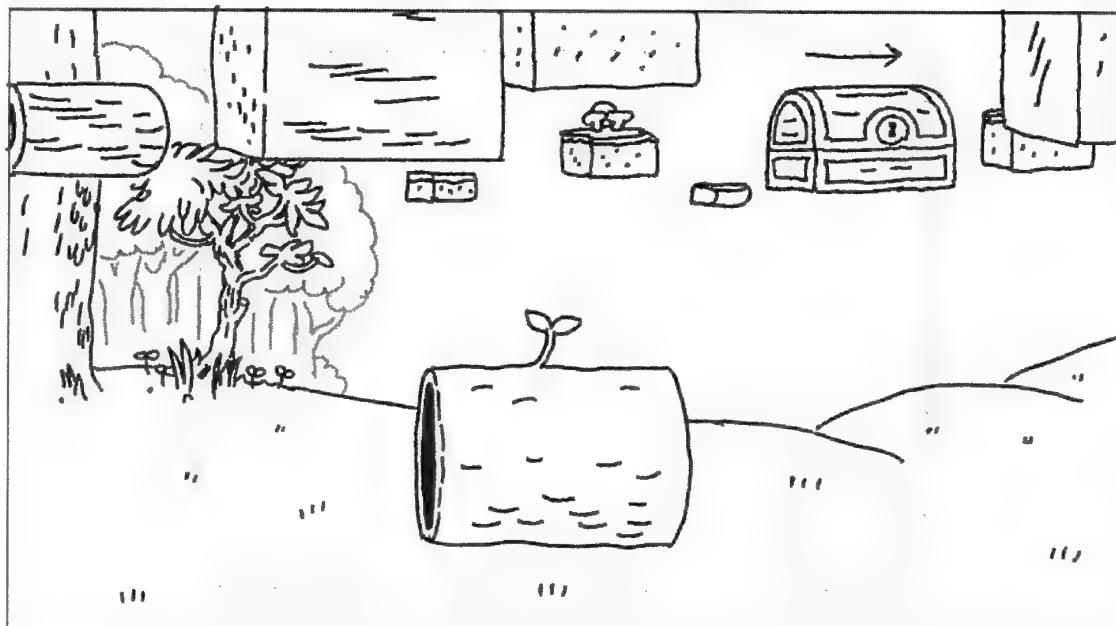
Page 87

Sc. 58

Pnl. A

Bg.

day night

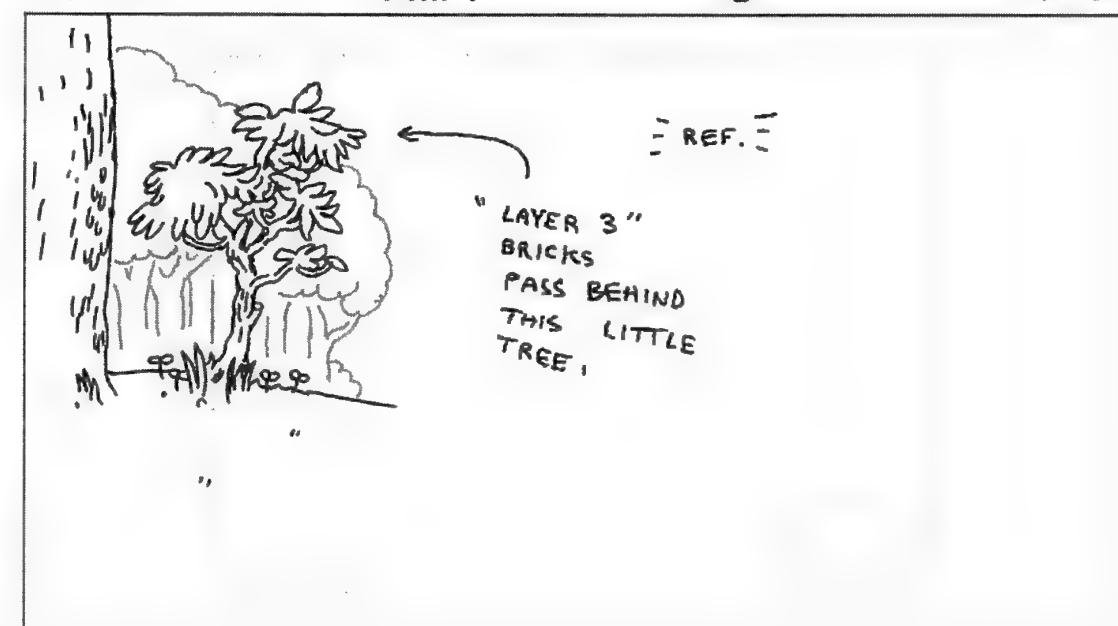


Sc. 58

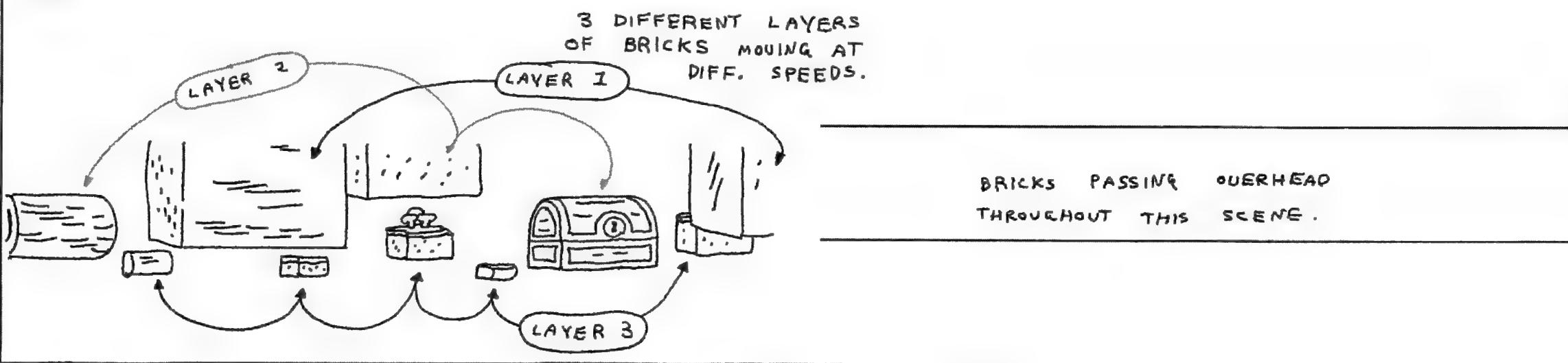
Pnl. X

Bg.

day night



Dialog:

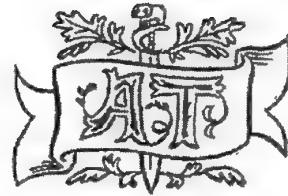


Production :

1025-168

EPISODE #

ADVENTURE TIME



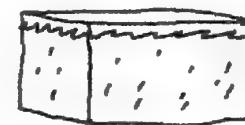
Page 88

LAYER 1

- BRICK LAYERS MOVING AT DIFF. SPEEDS FOR DEPTH.
- EARTH, WOOD, & STONE MOSTLY.
(PLUS LOGS, A BARREL, AND A CHEST)



LAYER 2



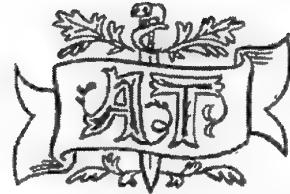
EPISODE #

1025-168

LAYER 3

Production :

ADVENTURE TIME



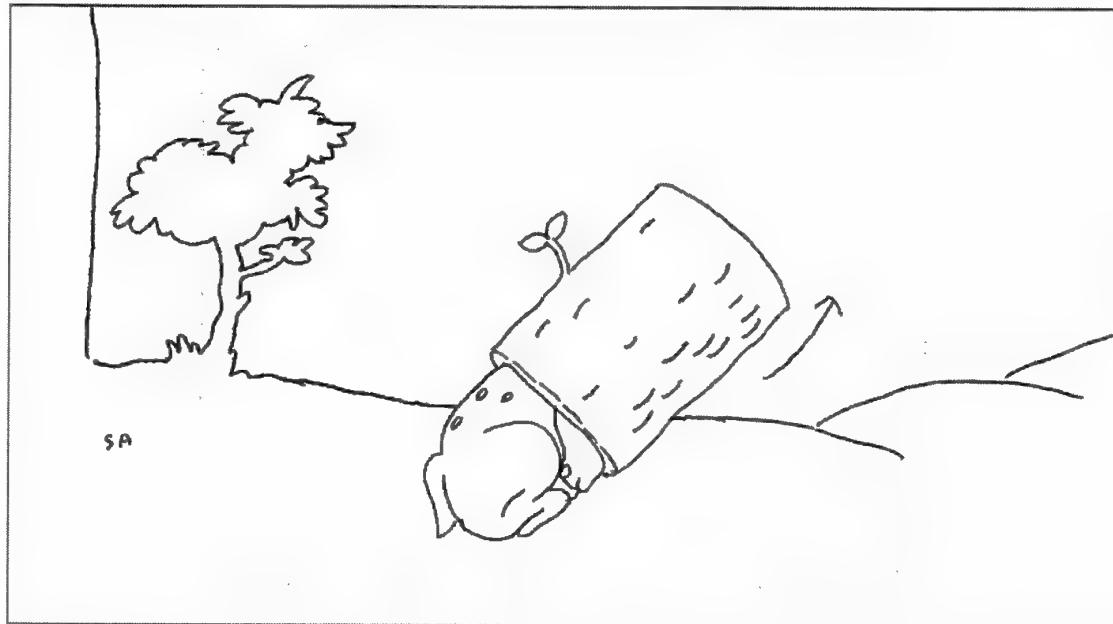
Page 89

Sc. 58

Pnl. B

Bg.

day night

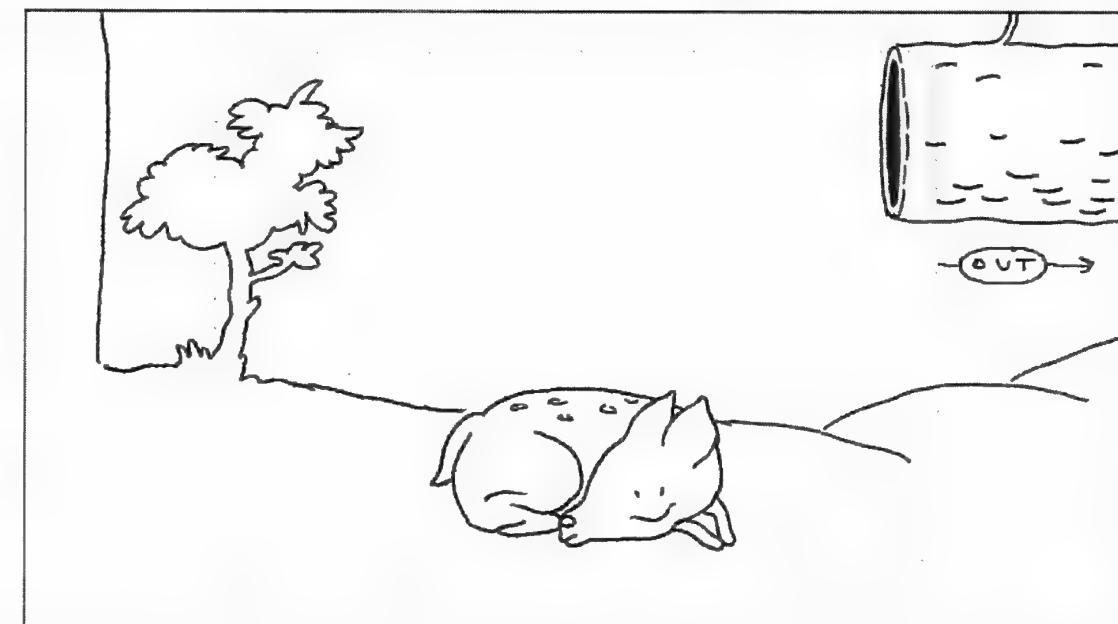


Sc. 98

Pnl. C

Bg.

day night



Dialog:

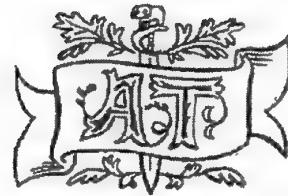
Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Sc. 58

Pnl. D

Bg.

day night

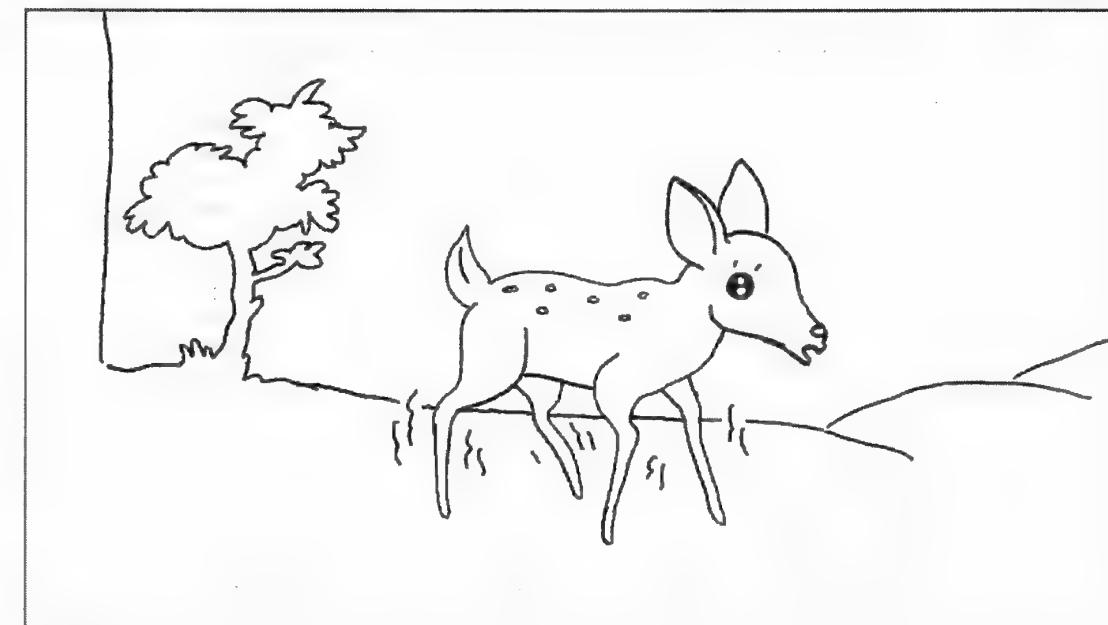
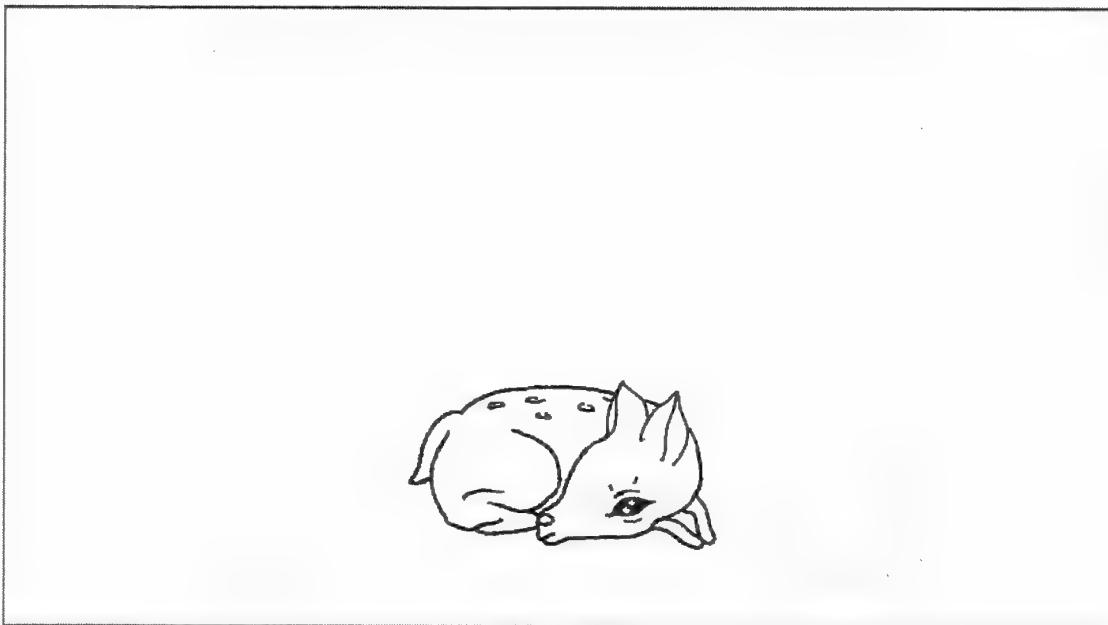
Sc. 58

Pnl. E

Bg.

day night

Page 90



Dialog:

Action:

SHAKY

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 91

Sc. 58

Pnl. F

Bg.

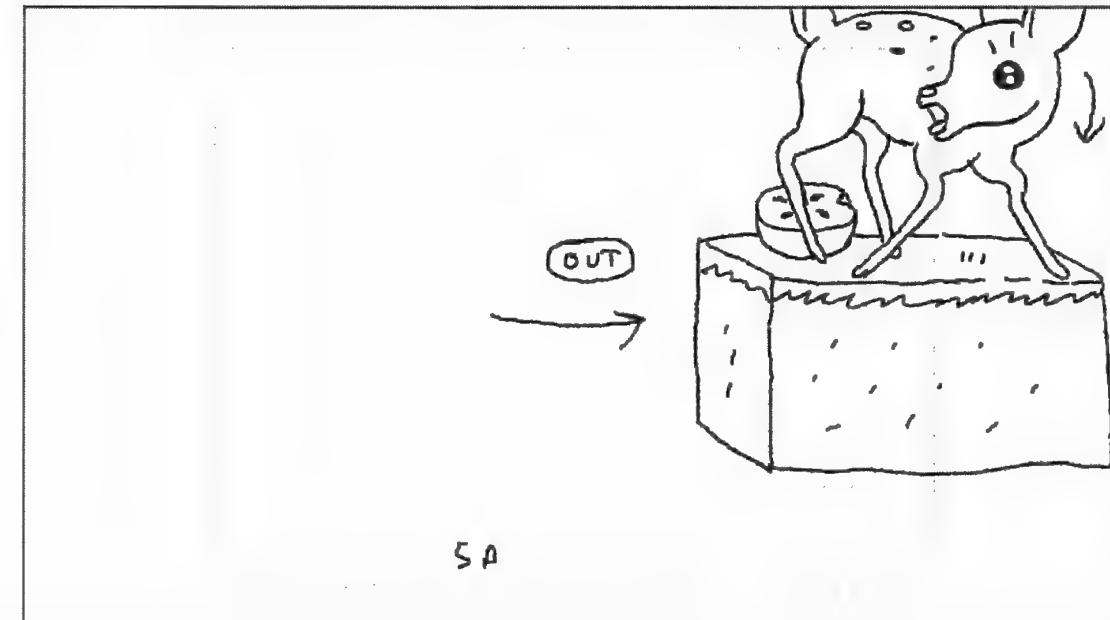
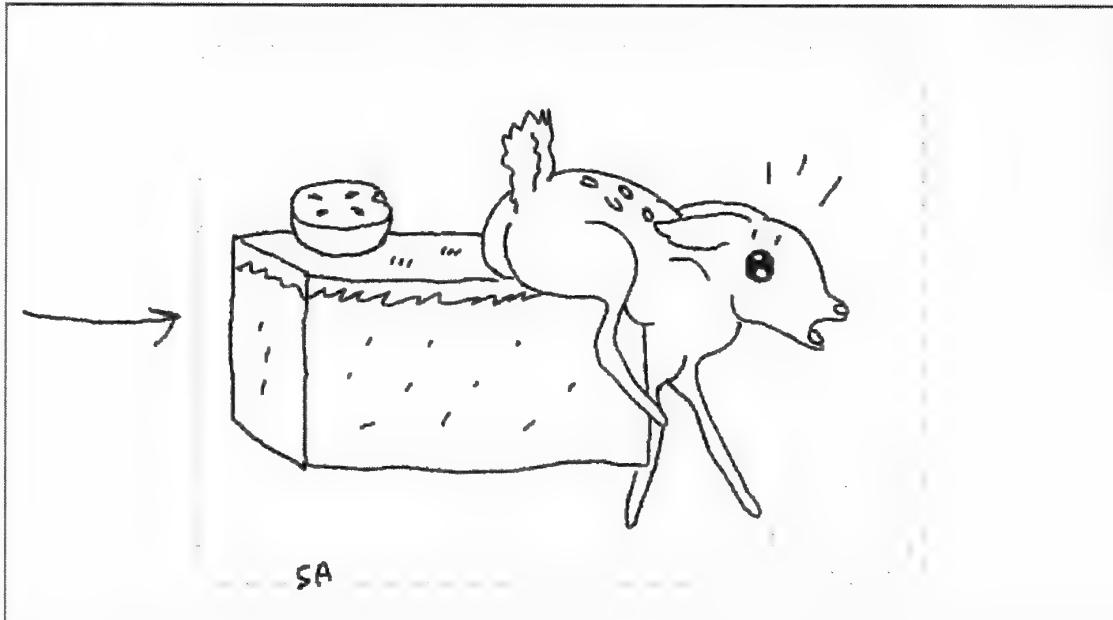
day night

Sc. 58

Pnl. G

Bg.

day night



Dialog:

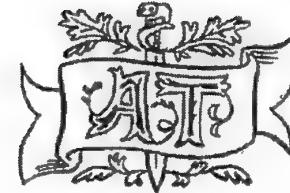
Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



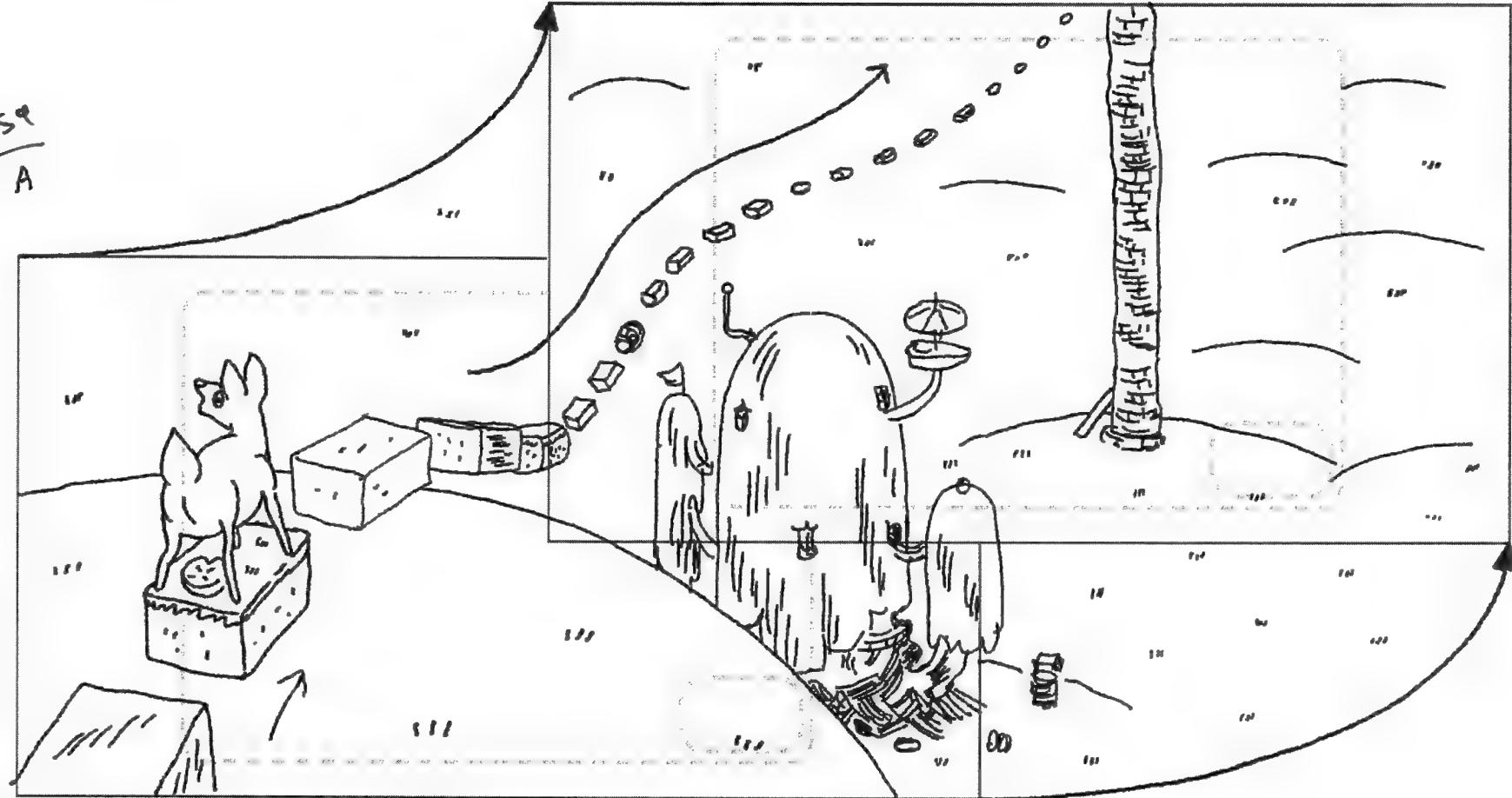
SC. 59
PNL - B

Page 92

EPISODE #

1025-168

SC. 59
PNL - A



Dialog:

=MUSIC CONTINUES=

Action:

THE BRICKS TRAVEL
SINGLE FILE OVER THE
TREEHOUSE, LIKE ANTS

Timing:

I GUESS THAT THIS HILL
DOESN'T USUALLY EXIST!
IS THAT COOL?

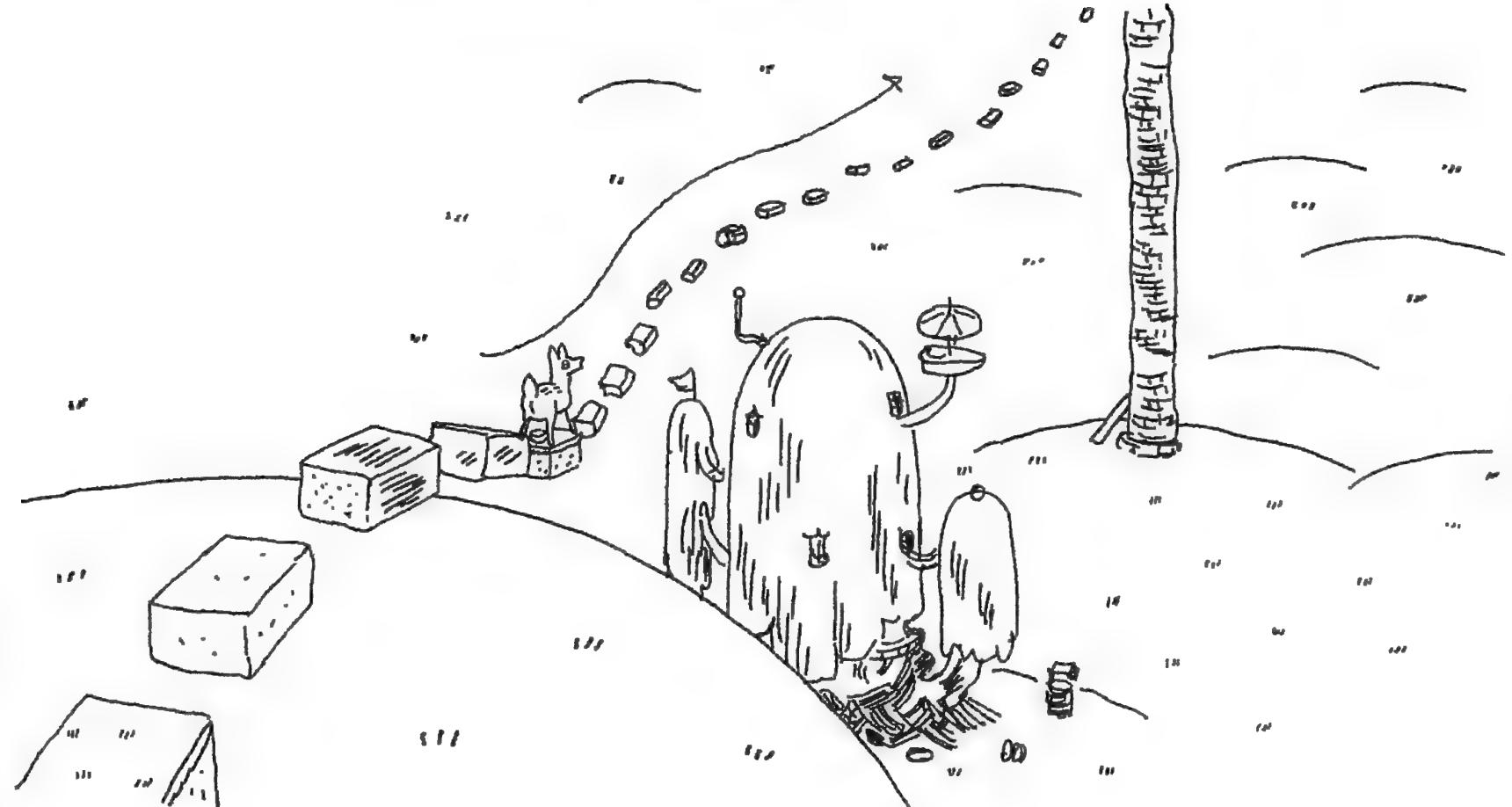
Production :

ADVENTURE TIME



Sc. 99
Version

Page 93



Dialog:

Action:

Timing:

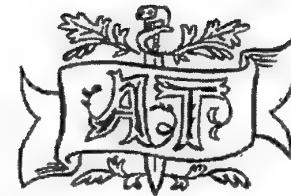
BND
POS.

Production :

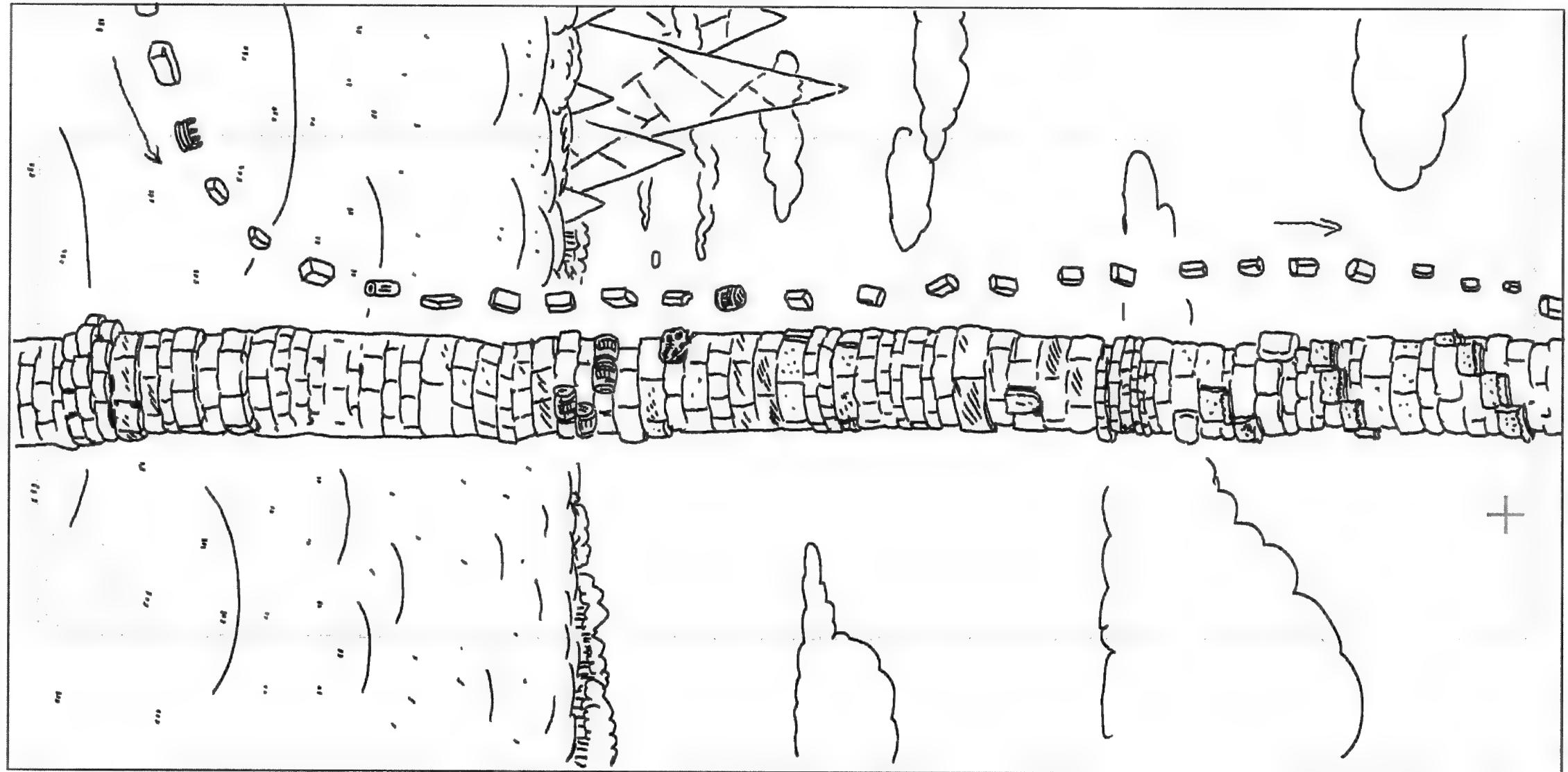
1025-168

EPISODE #

ADVENTURE TIME



Page 94



Production :

EPISODE #

1025-168

= INIGHT BE DRAWING
BRICKS TO BIG
IN THESE PANS! s.w. =

— ADT —

ADVENTURE TIME



Page 95

Production :

EPISODE #

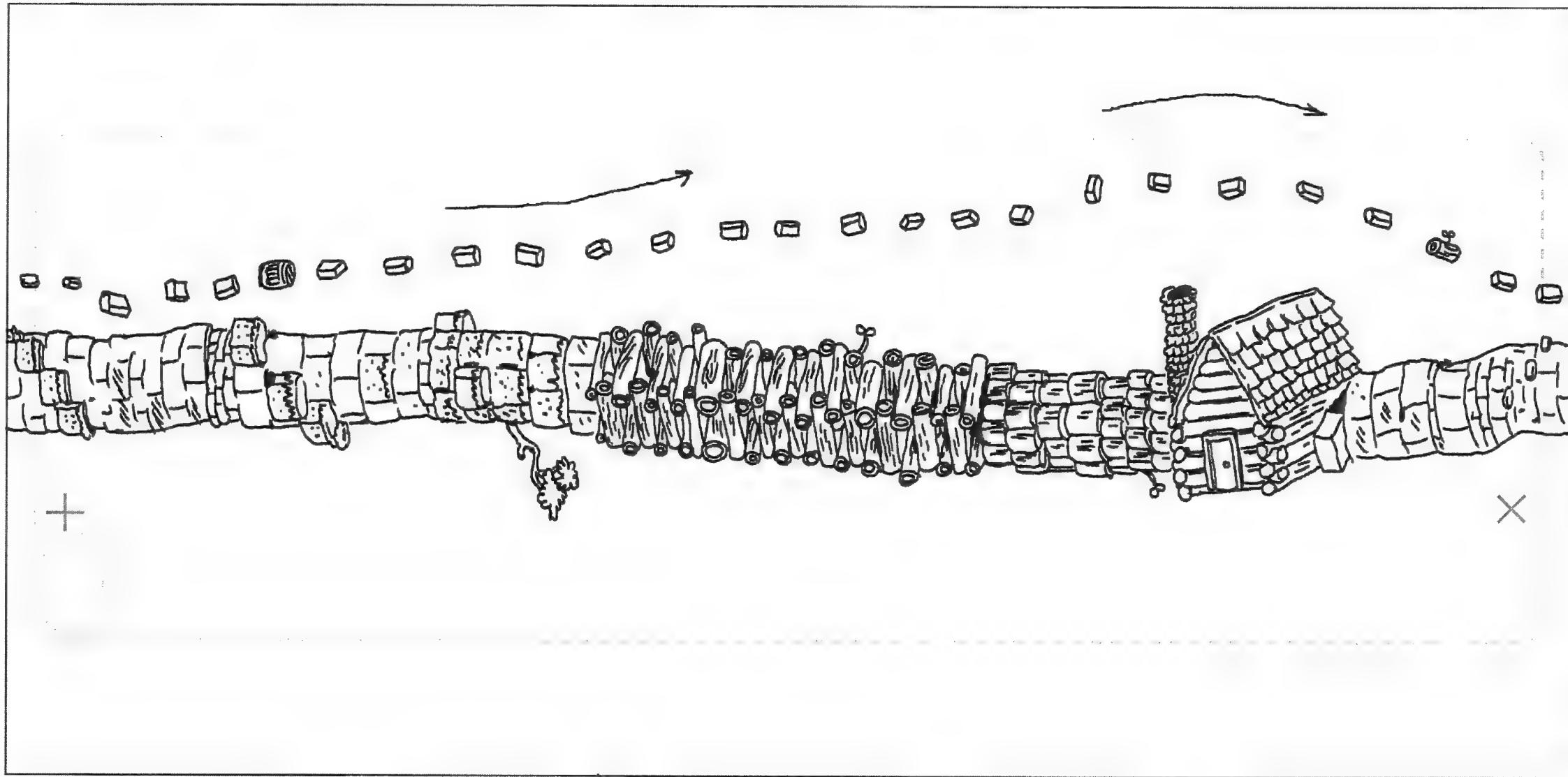
1025-168

Sc. 69

Pn. 6

Bg.

day night



ADVENTURE TIME



Page 96

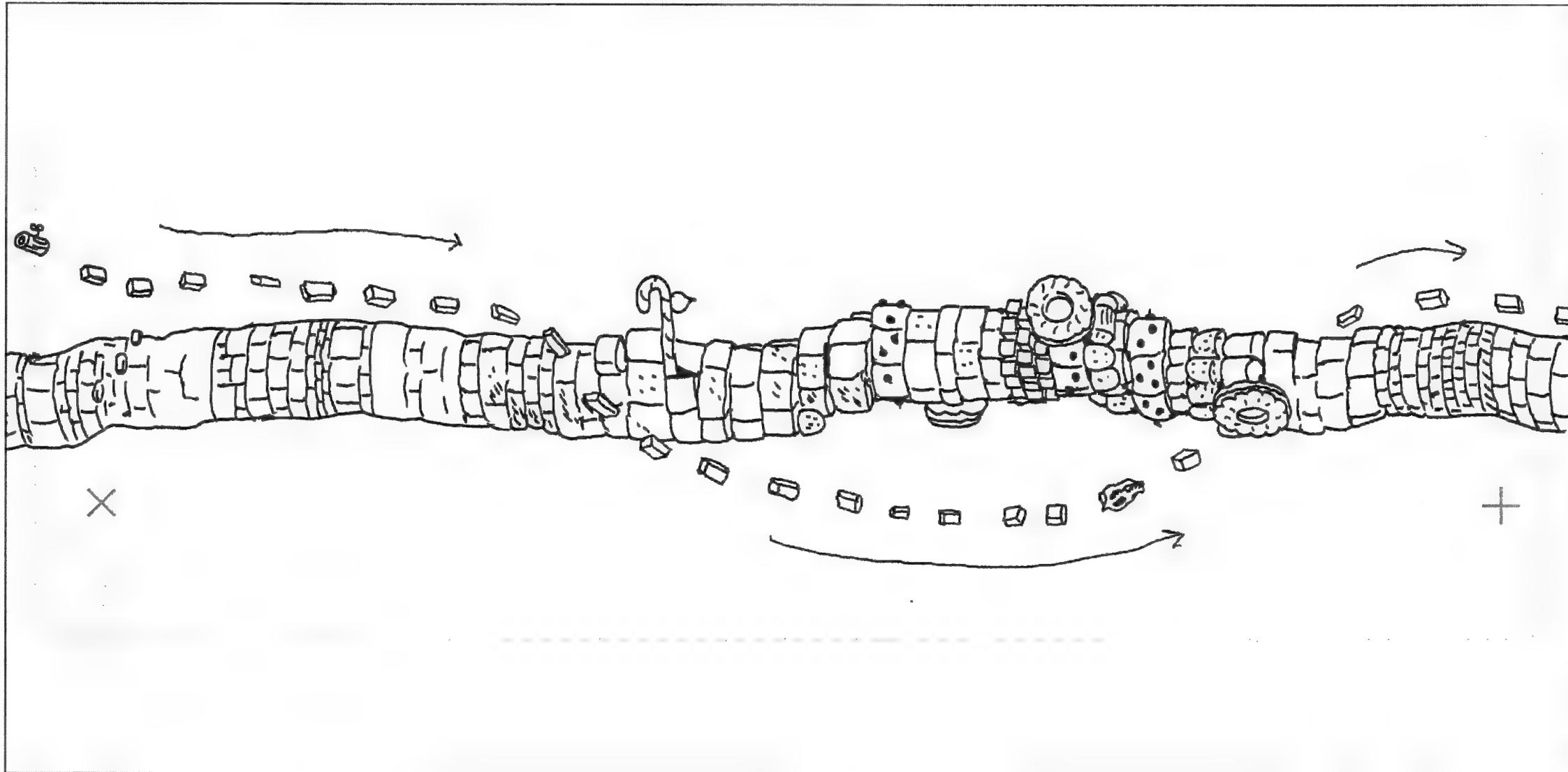
Sc. 6

Pn. 6

Bg.

Production :

1025-168



— ADD —

CANDY BRICKS. THE ROUND ONES ARE THOSE SHORTBREAD SANDWICH COOKIES WITH JAM IN THE CENTRE. "JAMMY DODGERS".

ADVENTURE TIME



Page 97

Sc. 60

PnL.C

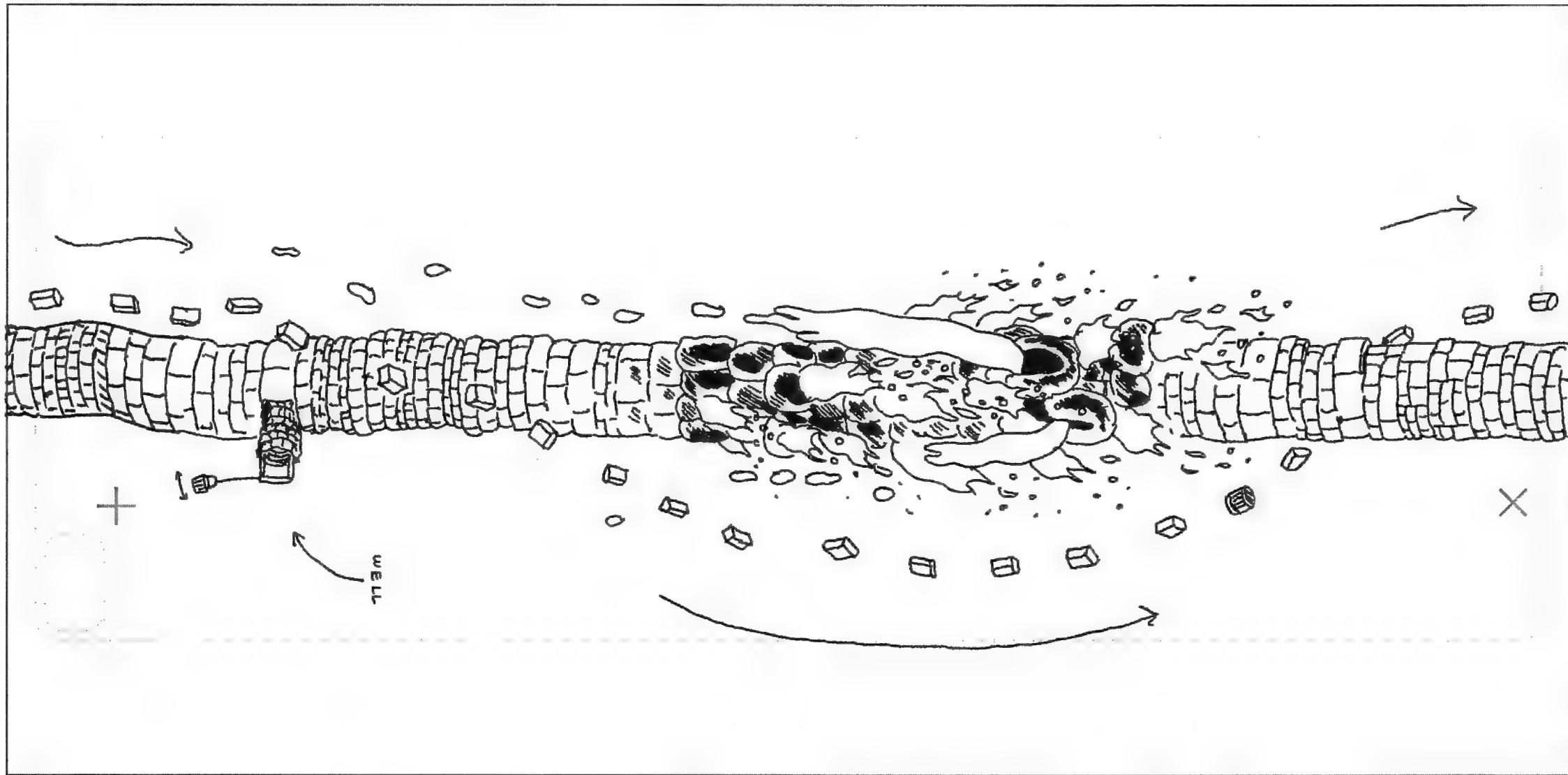
Bg.

day night

EPISODE #

Production :

1025-168



—ADJ→

FROM THE FIRE KINGDOM,
FIRE SHOOTING UP, LAVA FLOWING DOWN.

ADVENTURE TIME



Page 98

Sc. 6°

Pnl. D

Bg.

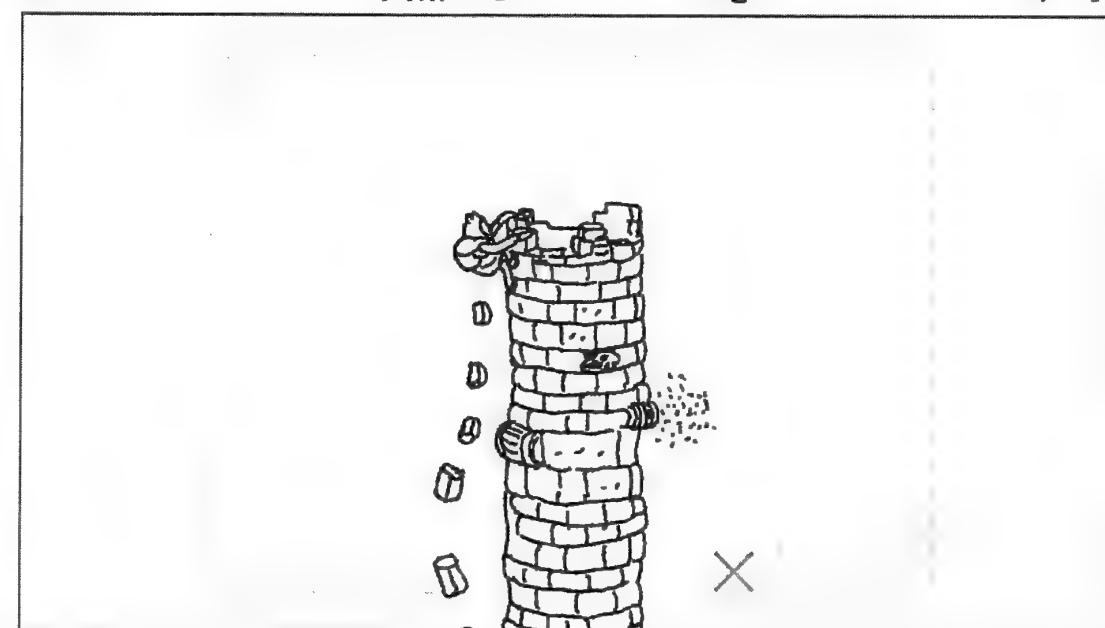
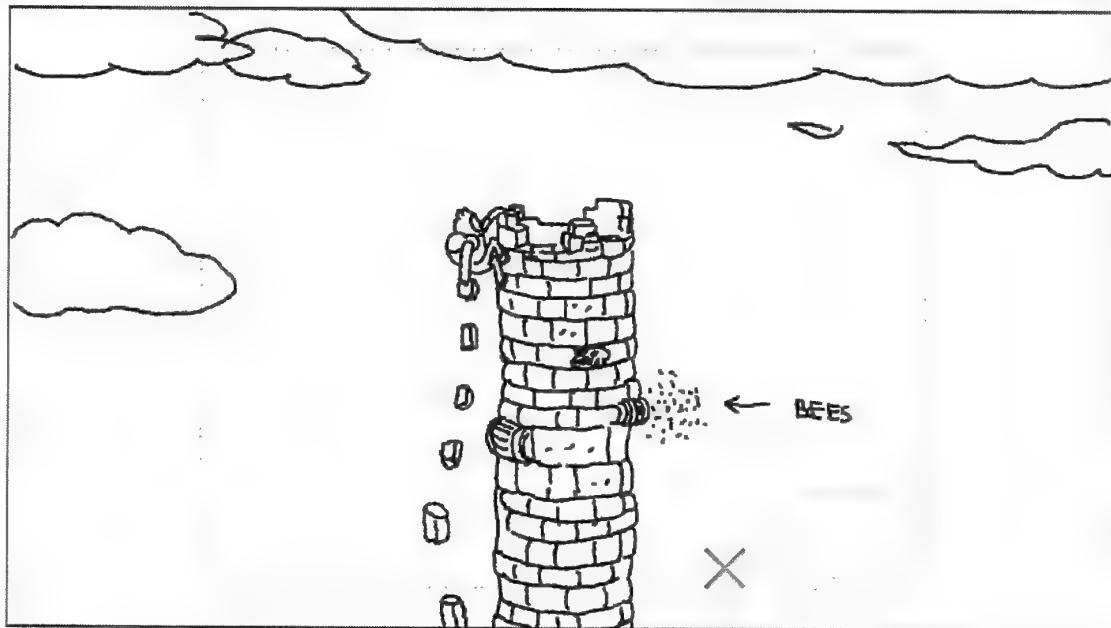
day night

Sc. 6°

Pnl. E

Bg.

day night



Dialog:

♪ BABY'S BUILDING A TOWER INTO SPACE, ♪

Action:

PLACES BRICK
(MAYBE PLACES A
SECOND ONE TOO?)

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

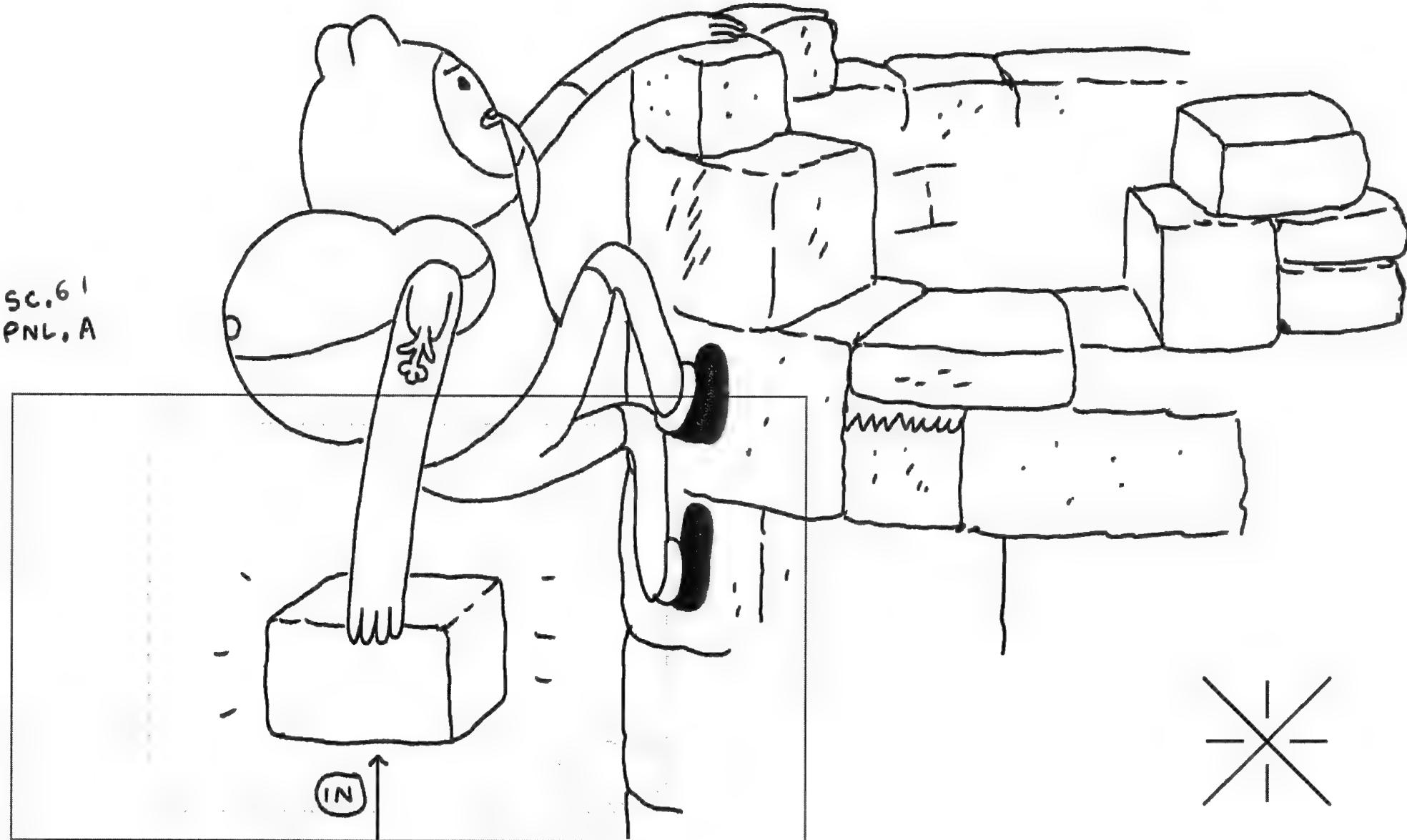


Page 99

1025-168

EPISODE #

Production :



ADVENTURE TIME

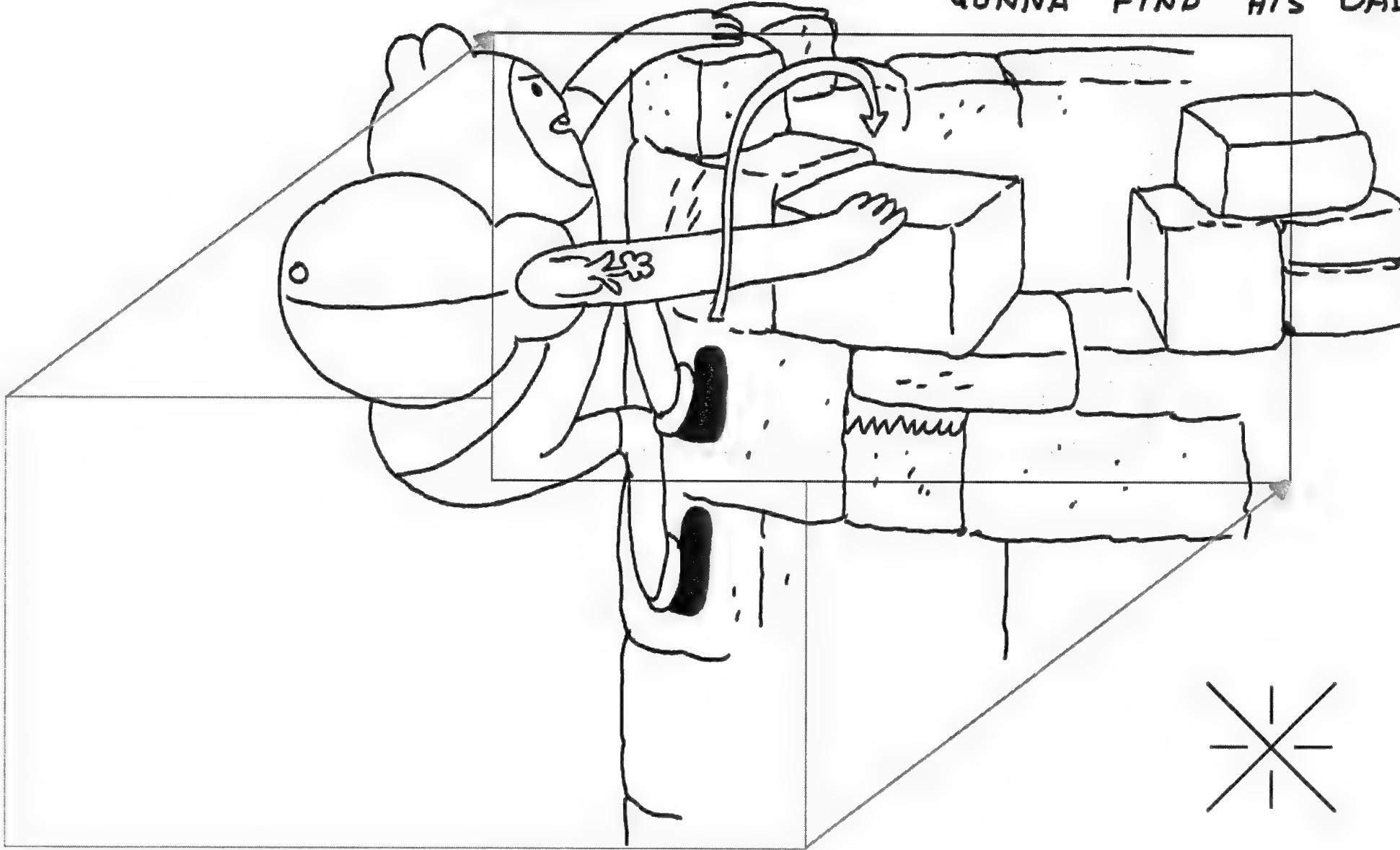


Page 100

SC. ~~102~~ 61
PNL, B

(F)

99 SPACE S'WHERE HE'S
GONNA FIND HIS DAD! ♪

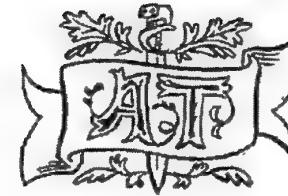


Production :

EPISODE #

1025-168

ADVENTURE TIME

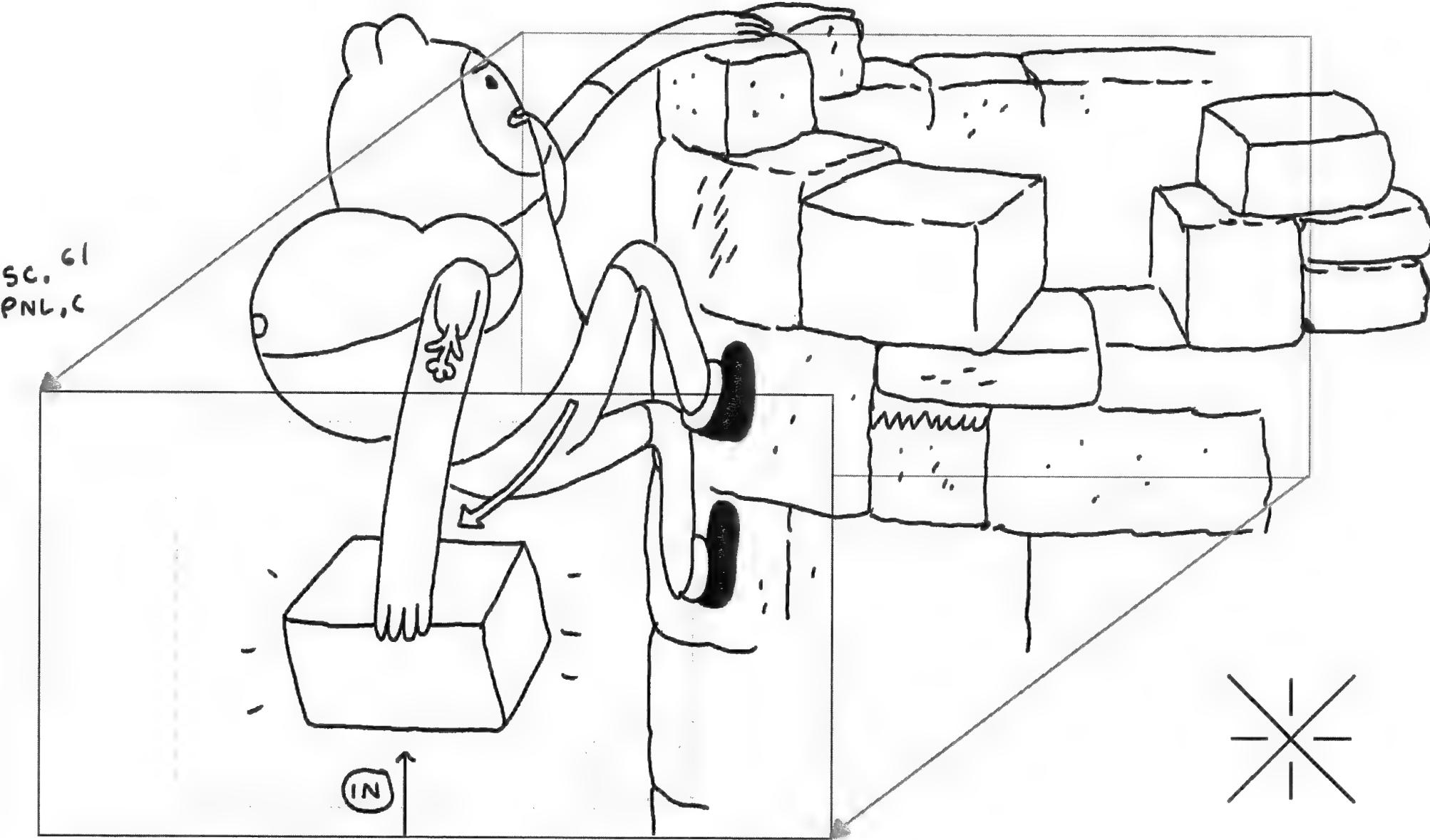


Page 101

Production :

EPISODE #

1025-168

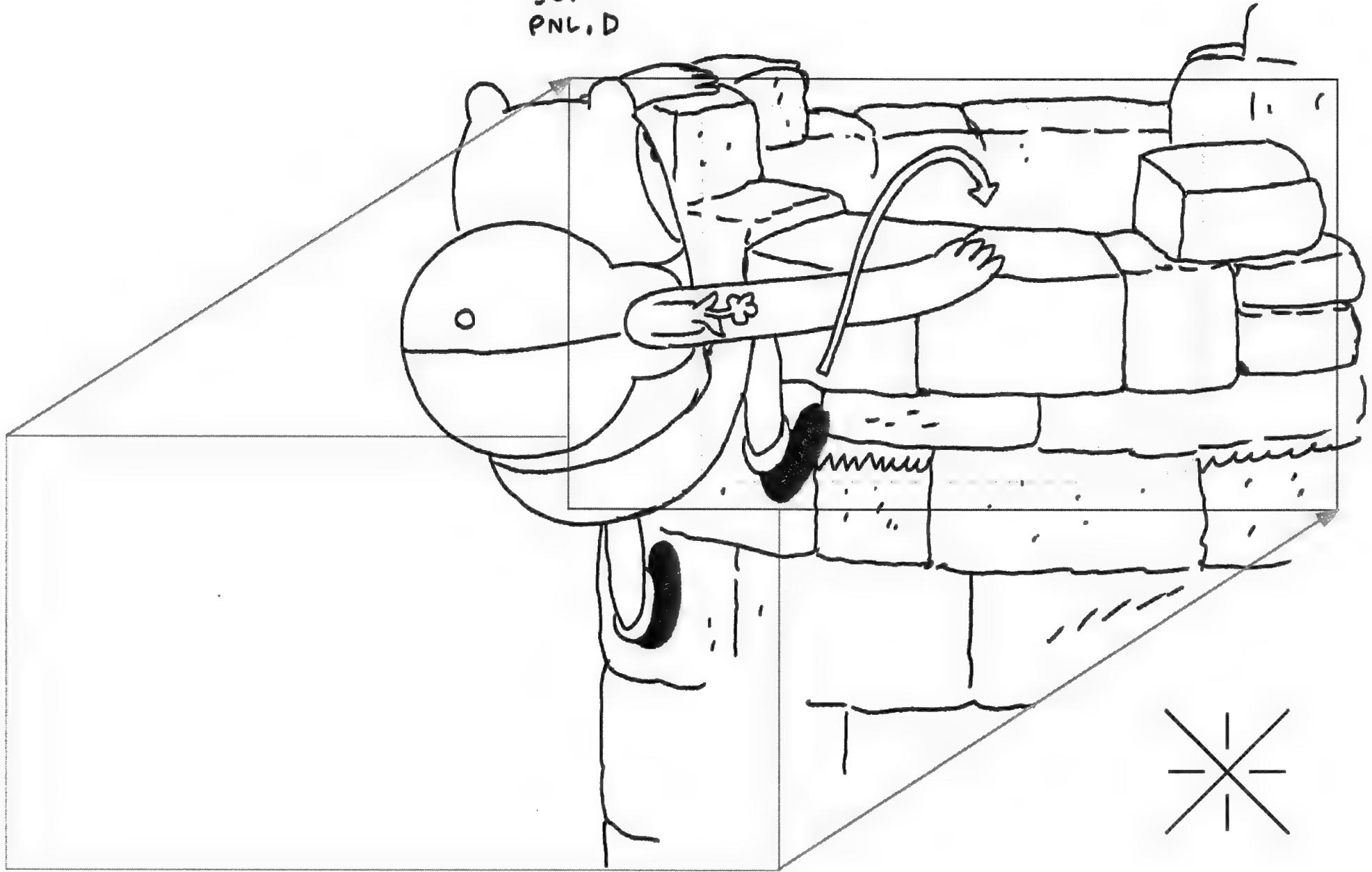


ADVENTURE TIME



Page 102

SC.61
PNL.D

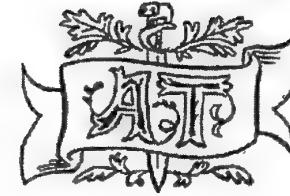


Production :

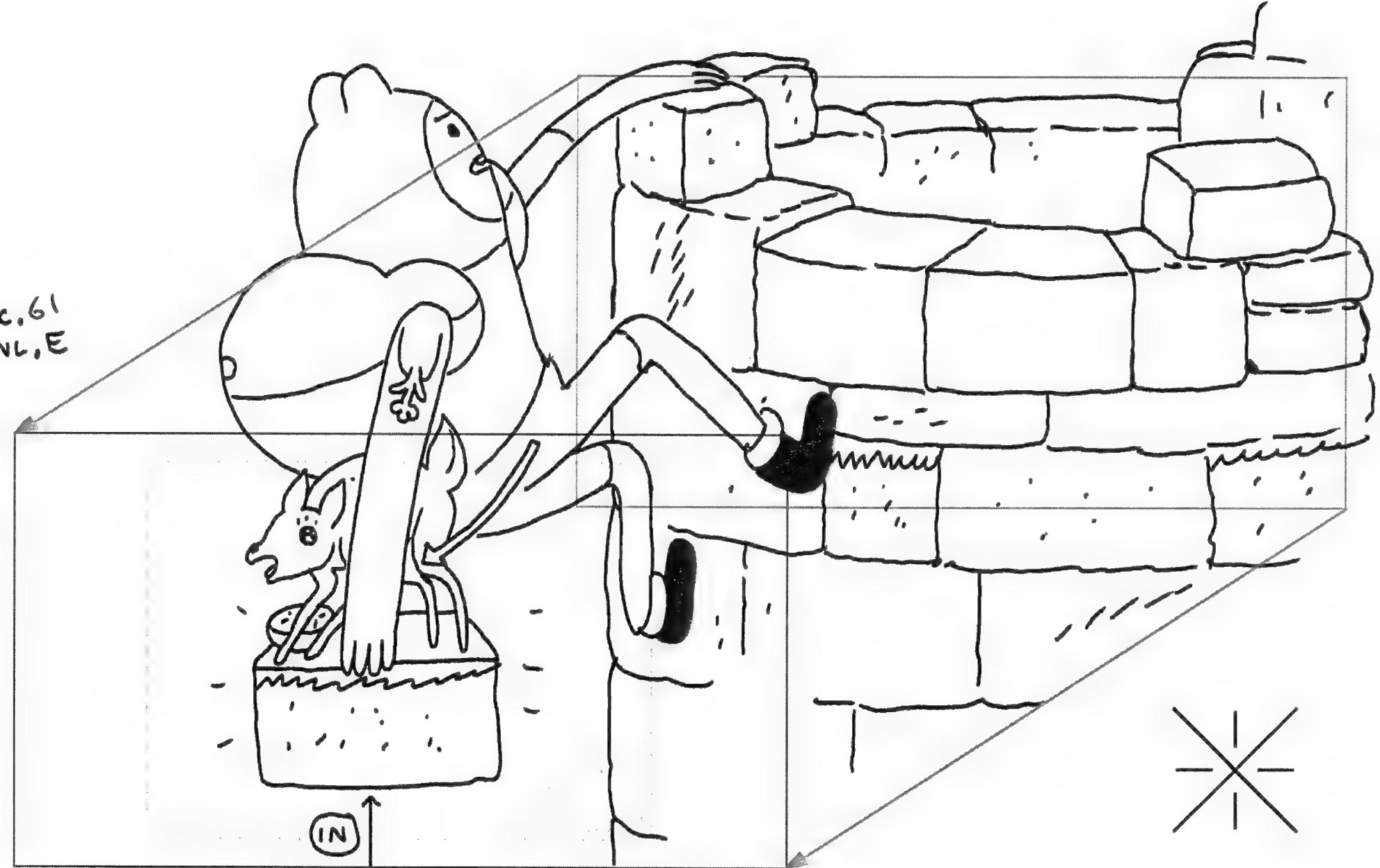
EPISODE #

1025-168

ADVENTURE TIME



Page 103



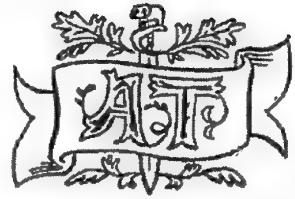
Production :

EPISODE #

1025-168

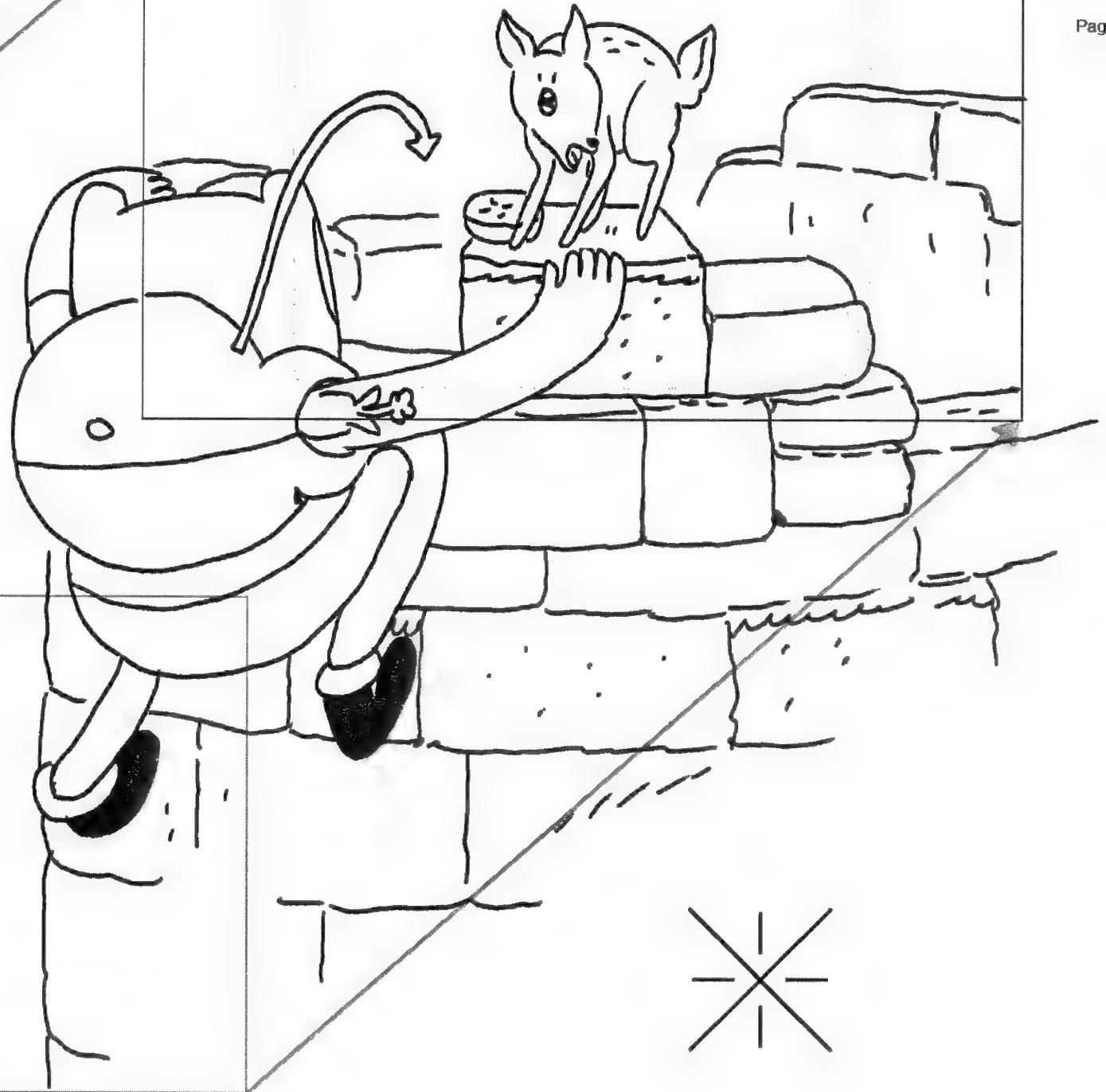
ADVENTURE

TIME



SC. 61
PNL, F

Page 104

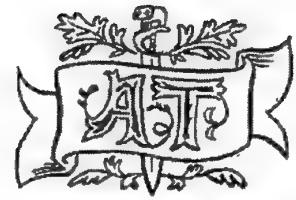


Production :

EPISODE #

1025-168

ADVENTURE TIME



Page 105

Sc. 61

Pnl. G

Bg.

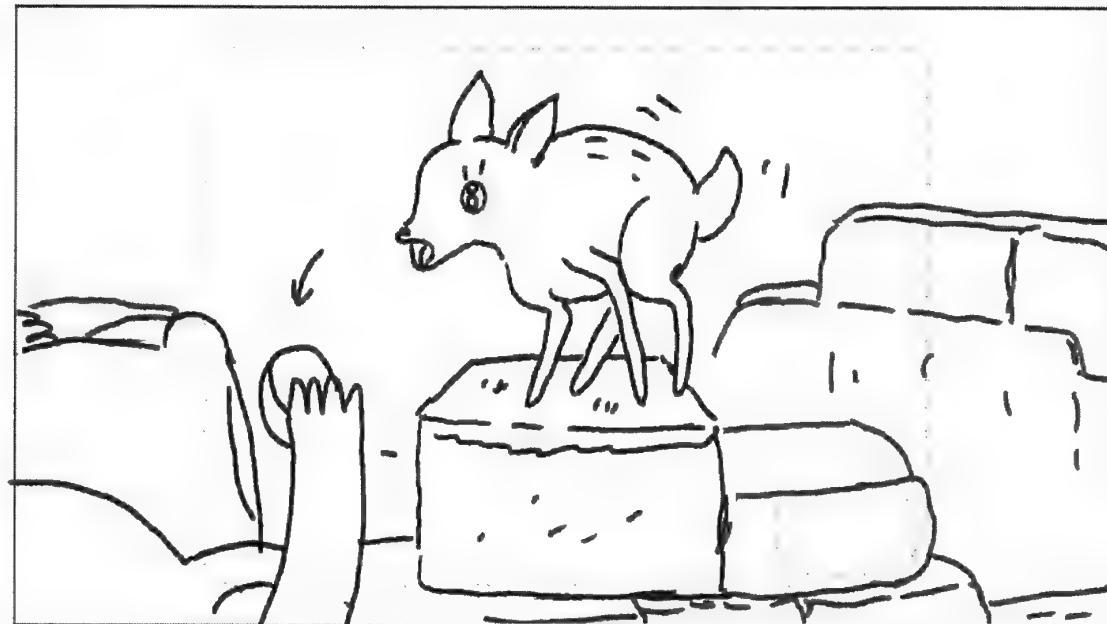
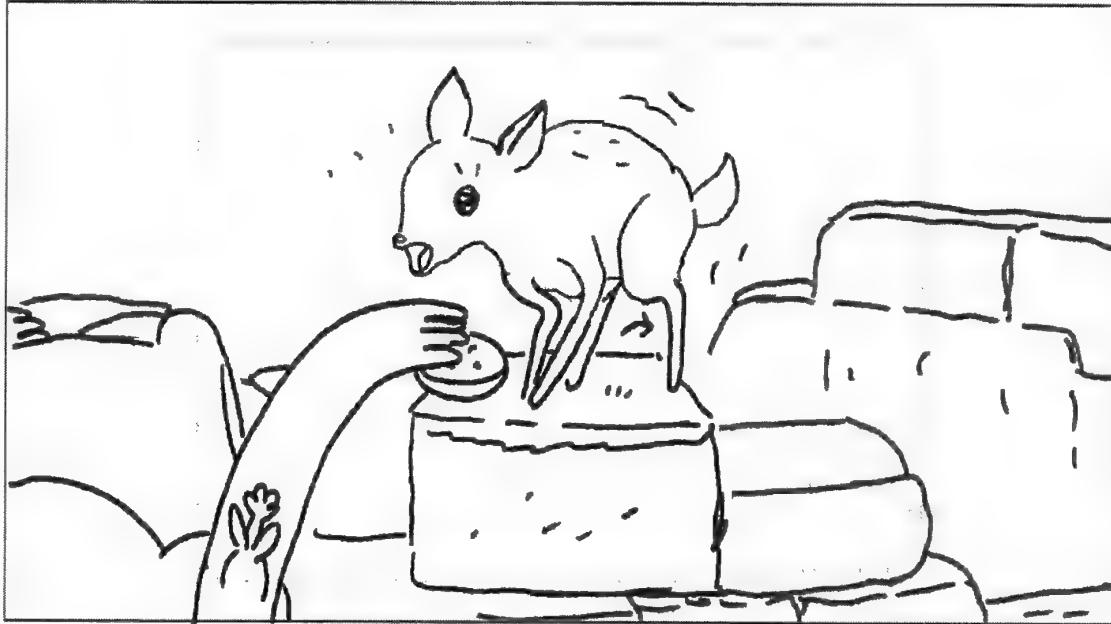
day night

Sc. 61

Pnl. H

Bg.

day night



Dialog:

♪ DADDY'S GOT AN ARM ,

Action:

FINN GRABS APPLE SLICE

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 106

Sc. 62

Pnl. A

Bg.

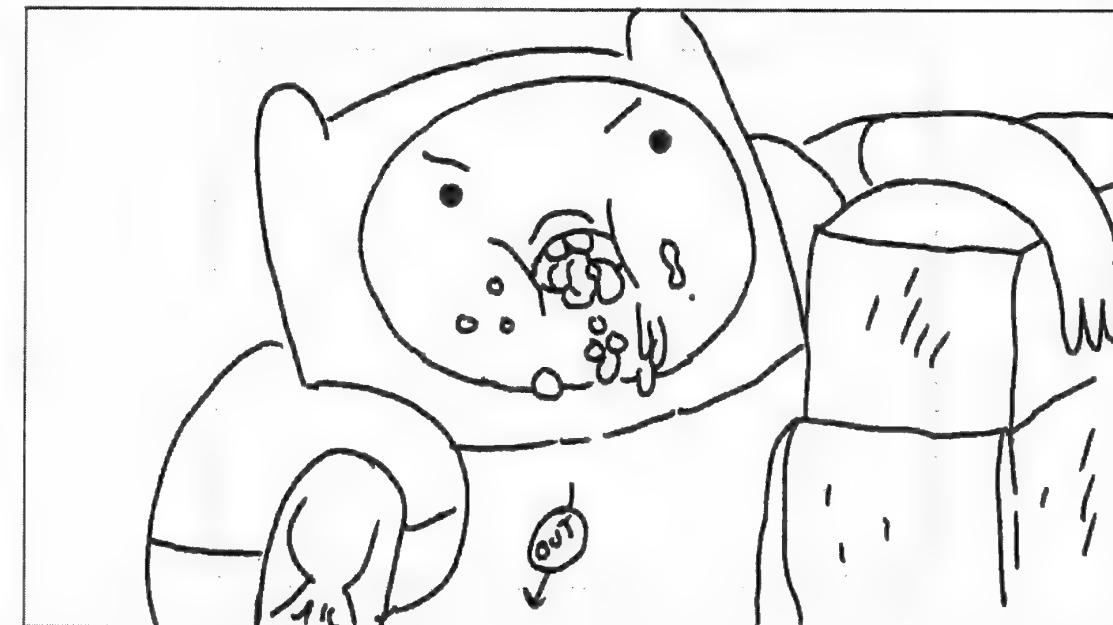
day night

Sc. 62

Pnl. B

Bg.

day night



Dialog:

AND BABY'S

Action:

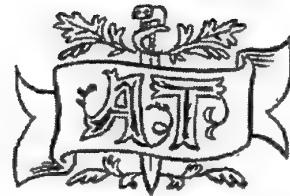
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc. 63

Pnl. A

Bg.

day night

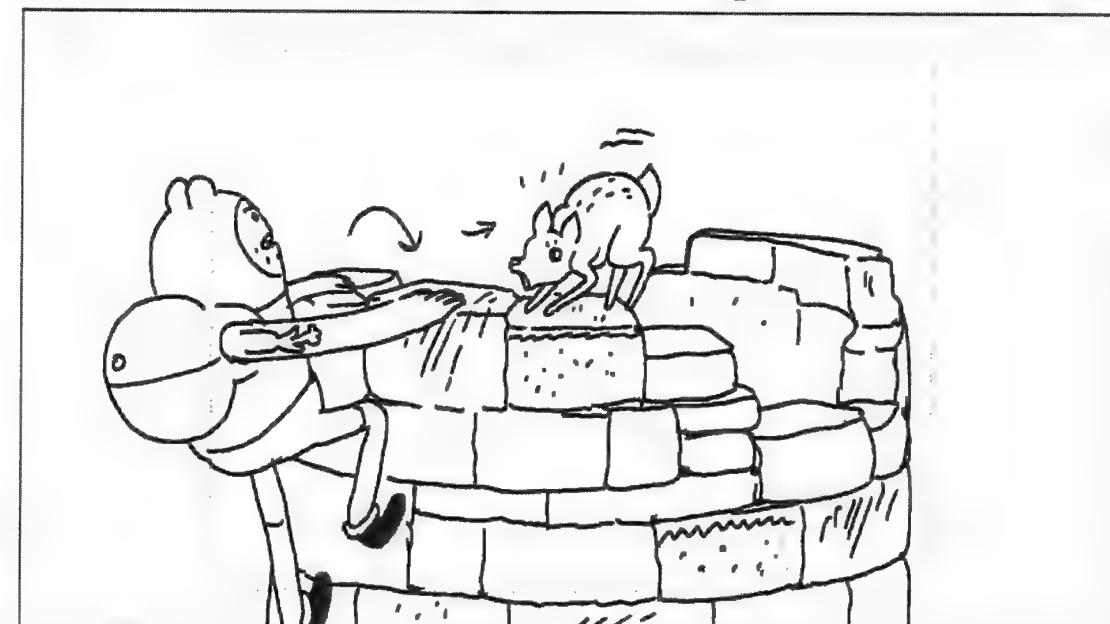
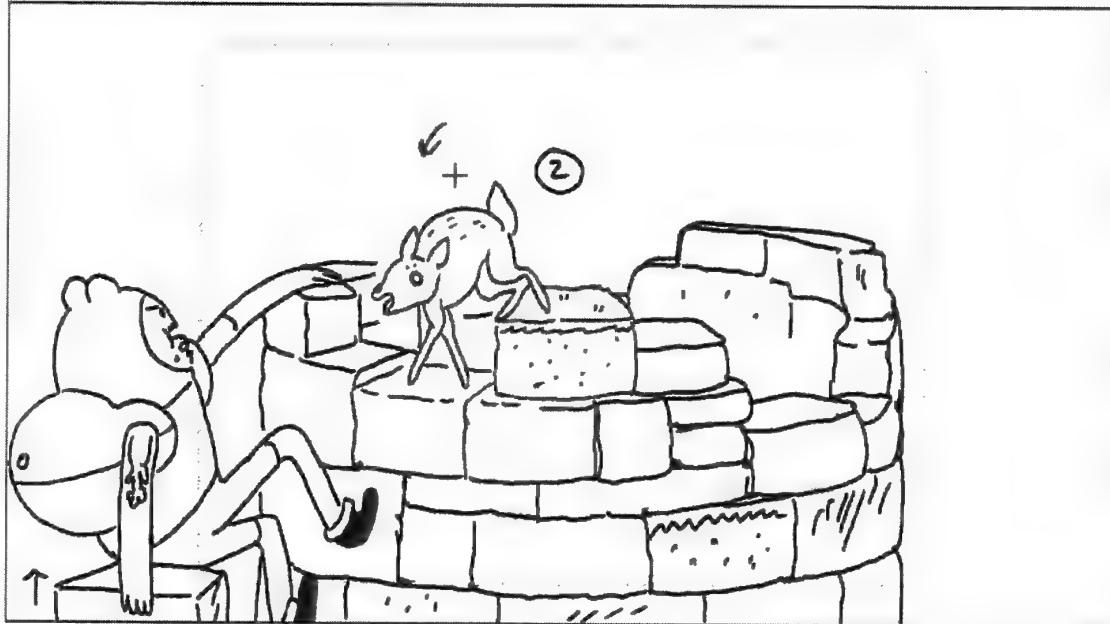
Sc. 63

Pnl. B

Bg.

Page 107

day night



Dialog:

GONNA HARM , HIS ARM , ♂♂♂

Action:



- YOU WOULDN'T BELIEVE HOW
- SCARED THIS PREMIE DEER IS. -

Timing:

1025-166

EPISODE #

Production :

ADVENTURE TIME



Page 108

Sc. 63

Pnl. C

Bg.

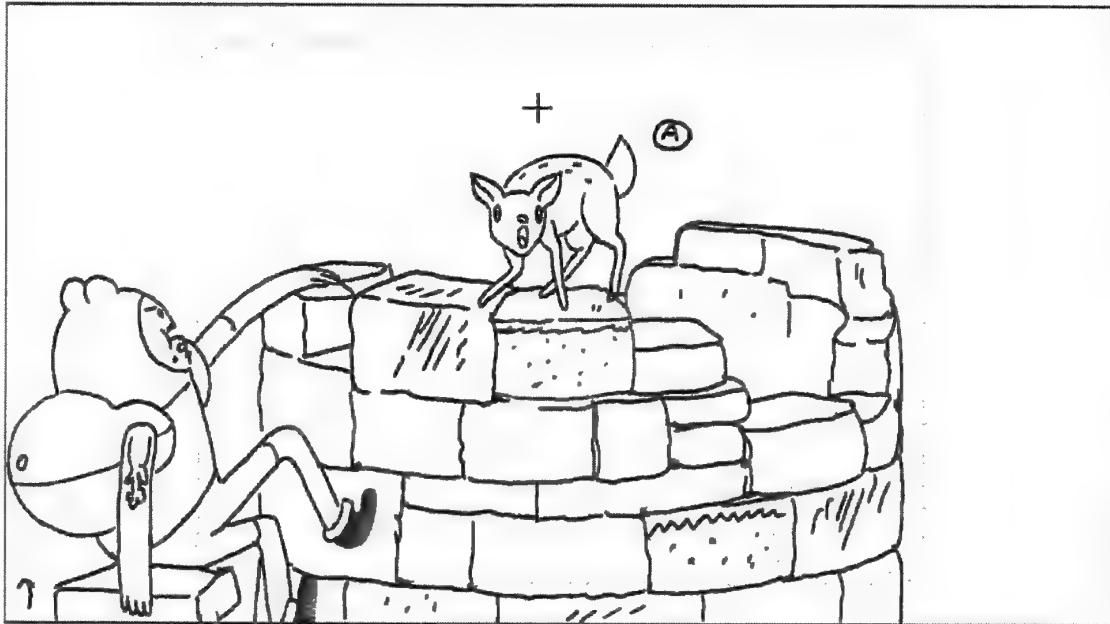
day night

Sc. 63

Pnl. D

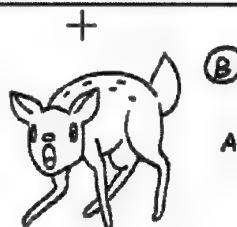
Bg.

day night



Dialog:

Action:



ABABABAB - REAL FAST

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



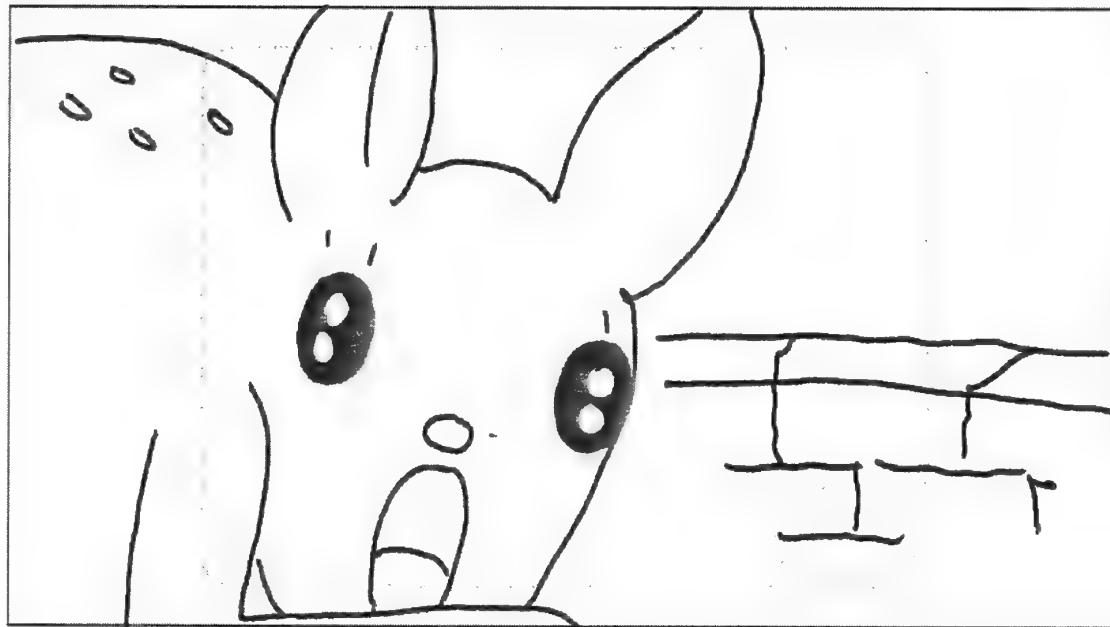
Page 109

Sc. 64

Pnl. A

Bg.

day night

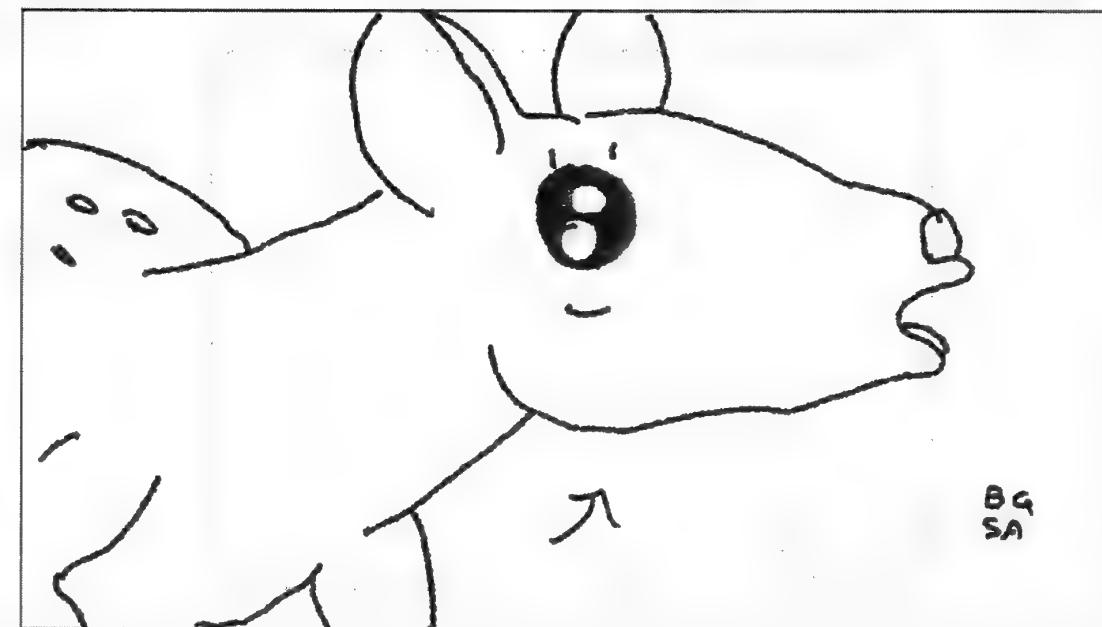


Sc. 64

Pnl. B

Bg.

day night



Dialog:

Action:

START pos.

BREATHING FAST

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 110

Sc. 6a

Pnl. C

Bg.

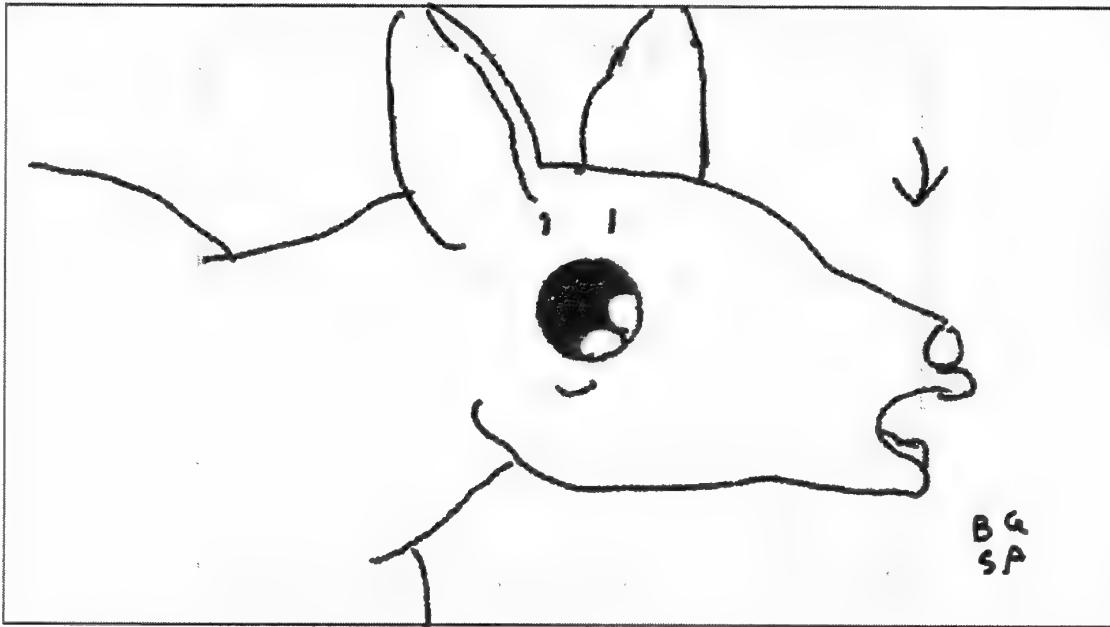
day night

Sc. 6a

Pnl. D

Bg.

day night



Dialog:

F BY TEARING IT OFF

Action:

LOOKS DOWN

PREMIE DEAR STARTS
LOWERING ITSELF DOWN

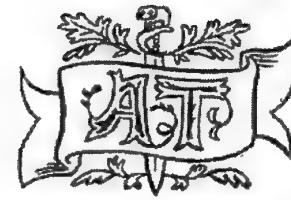
Timing:

1025-16E

EPISODE #

Production :

ADVENTURE TIME



Page 111

Sc. 65

Pnl. A

Bg.

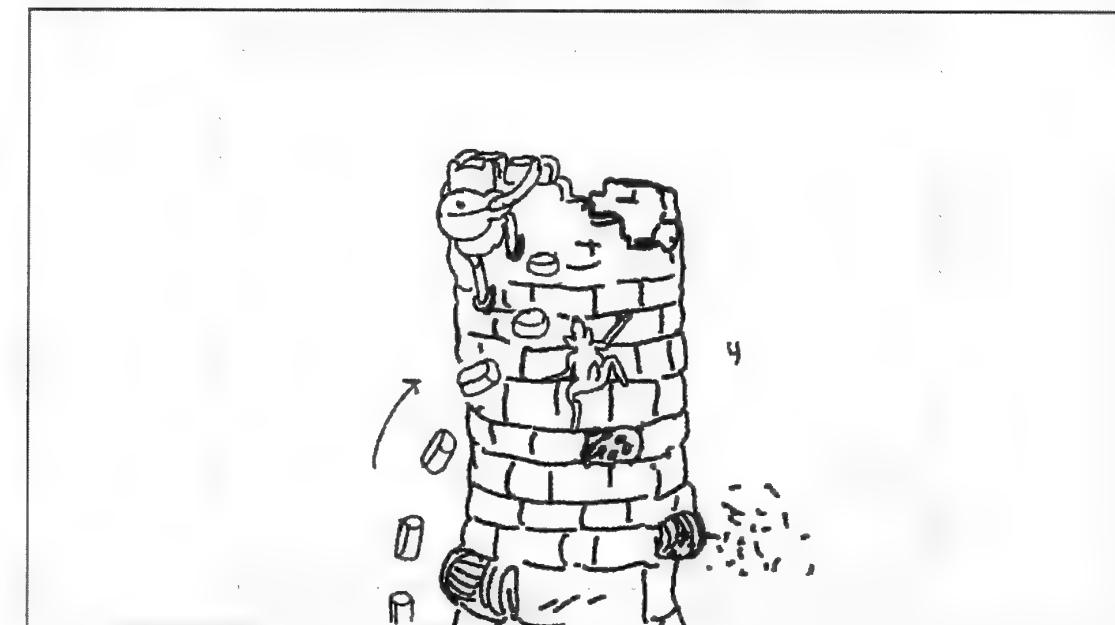
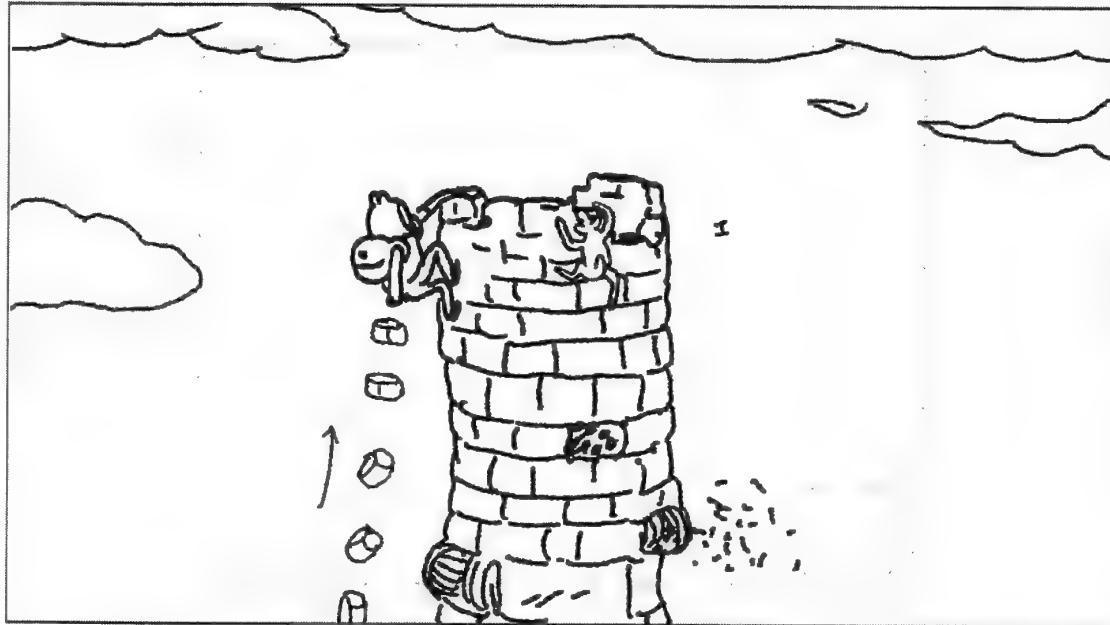
day night

Sc. 65

Pnl. B

Bg.

day night



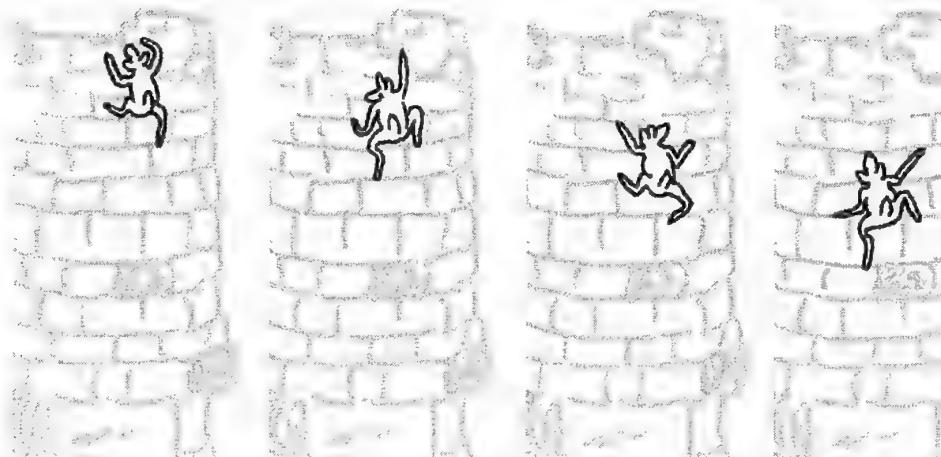
Dialog:

HIS DA A AO_{1.0} !

9

- STARTS THE SONG
AGAIN, AT A
HIGHER OCTAVE,
"BABY'S BUILDING
A TOWER INTO

Action:



.DEER
SHAKILY CLIMBS
DOWN.
- FINN STILL BUILDING

SPACE - SECOND
VERSE"

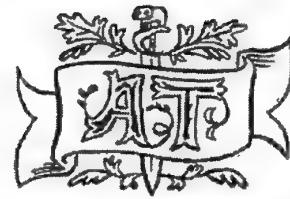
Timing:

Production :

1025-16C

EPISODE #

ADVENTURE TIME



Page 112

Sc. 66

Pnl. A

Bg.

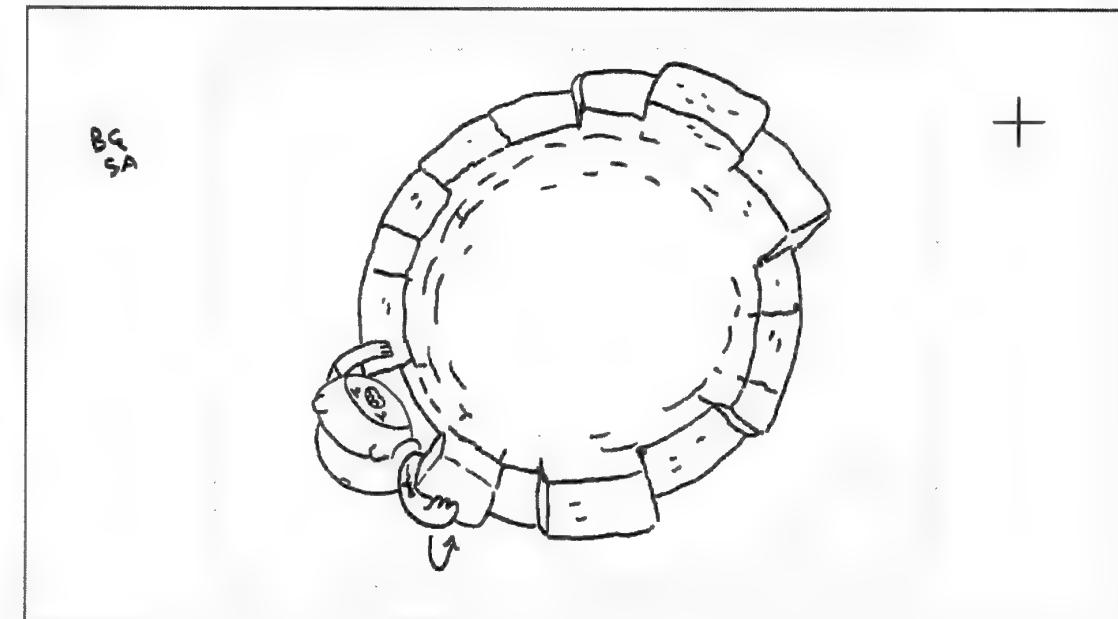
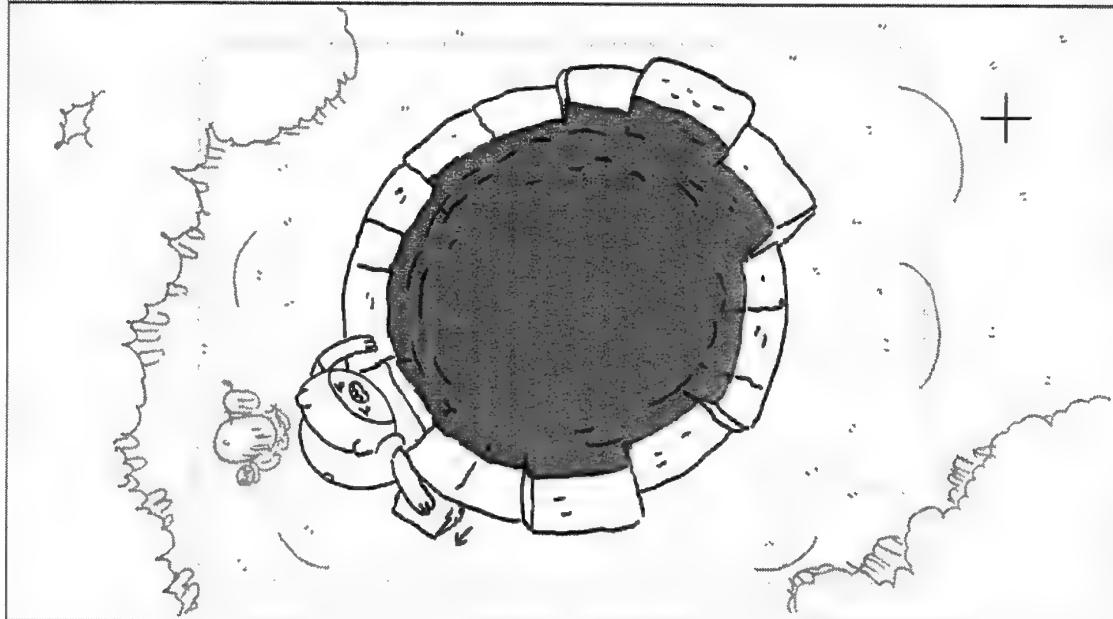
day night

Sc. 66

Pnl. B

Bg.

day night



Dialog:

Action:

GRABS BRICK

LAYS BRICK

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 113

Sc. 66

Pnl. C

Bg.

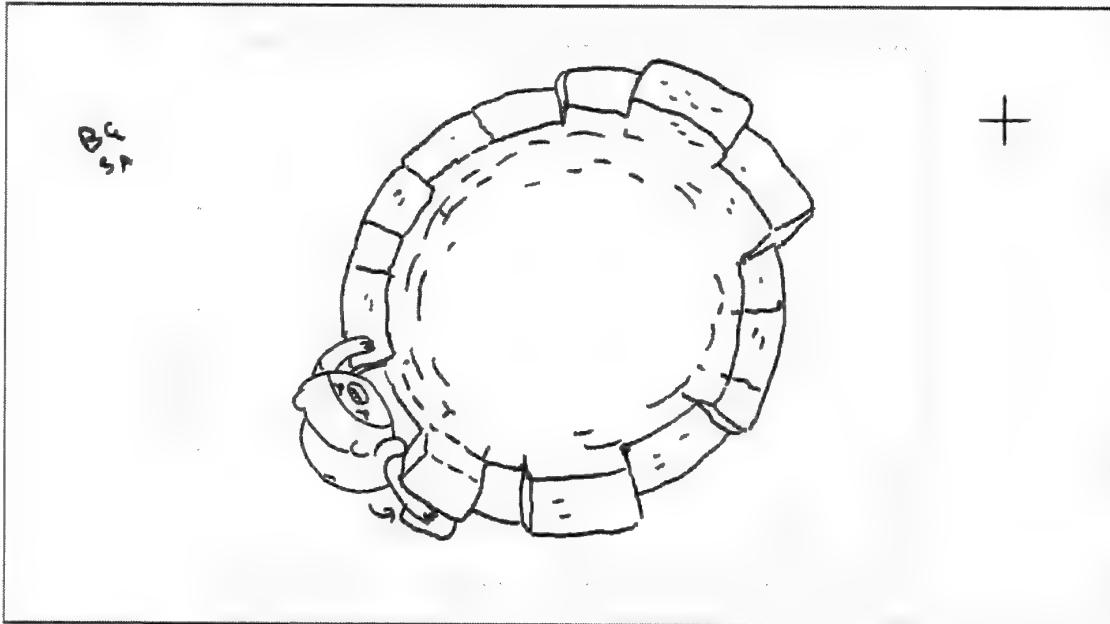
day night

Sc. 66

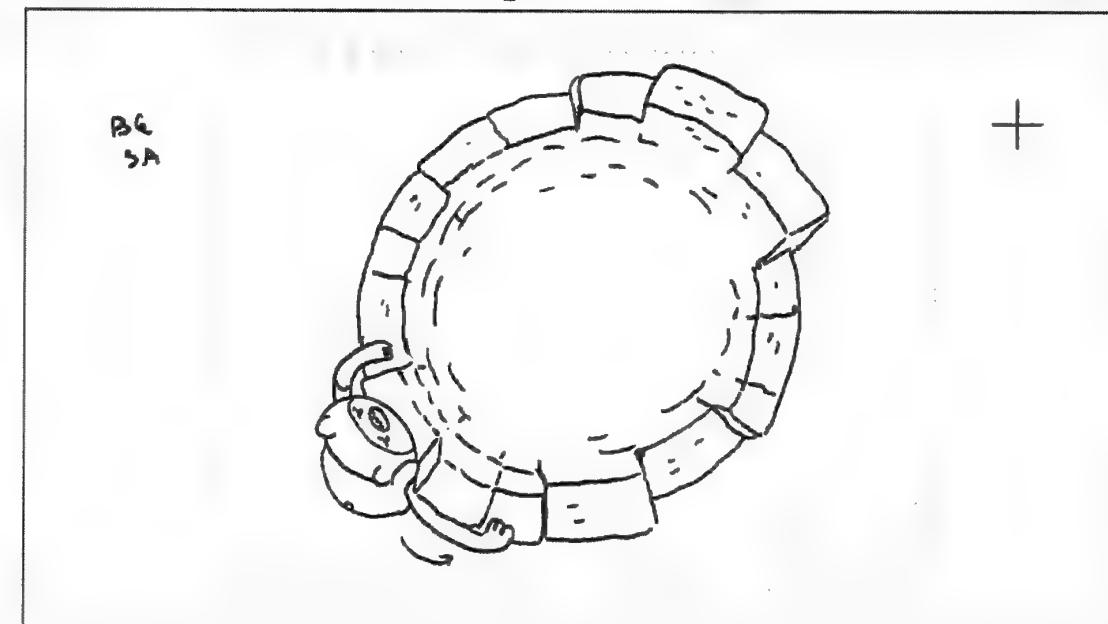
Pnl. D

Bg.

day night



+



+

Dialog:

Action:

GRABS BRICK

LAYS BRICK

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 114

Sc. 66

Pnl. E

Bg.

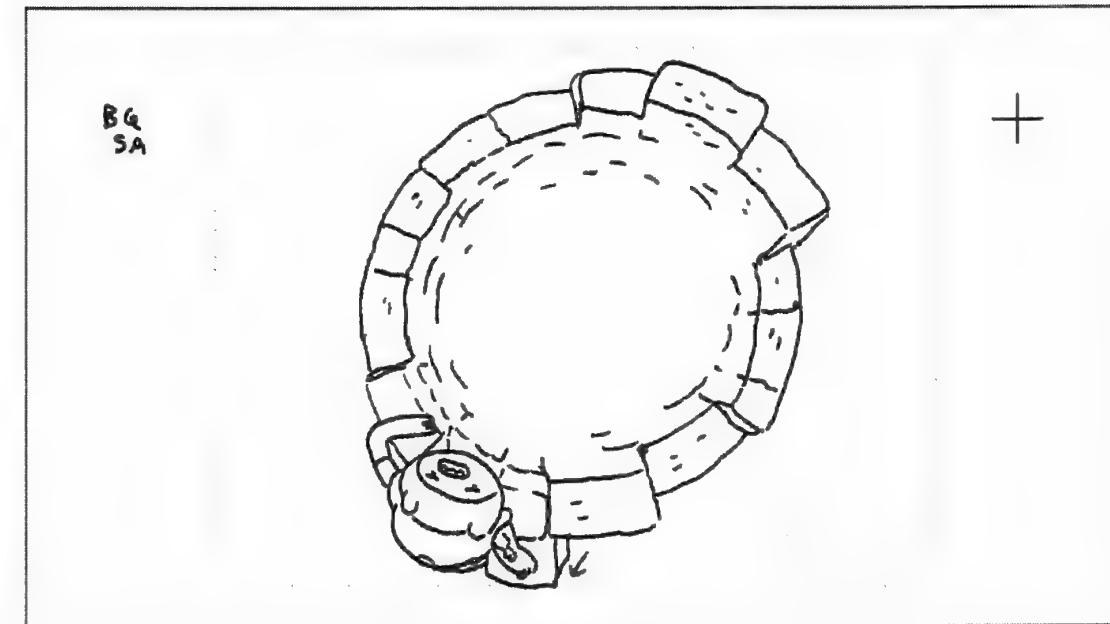
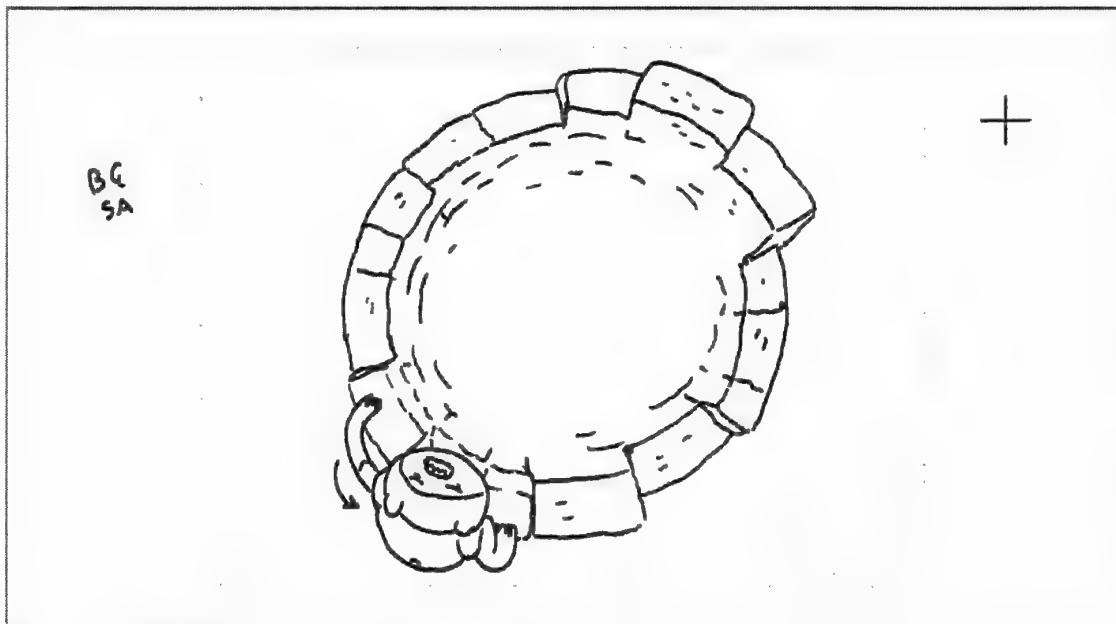
day night

Sc. 66

Pnl. T

Bg.

day night



Dialog:

Action:

SHIFTS OVER

GRABS BRICK

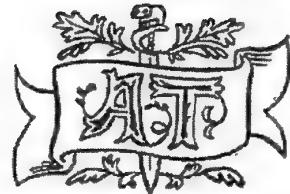
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 115

Sc. 66

Pnl. G

Bg.

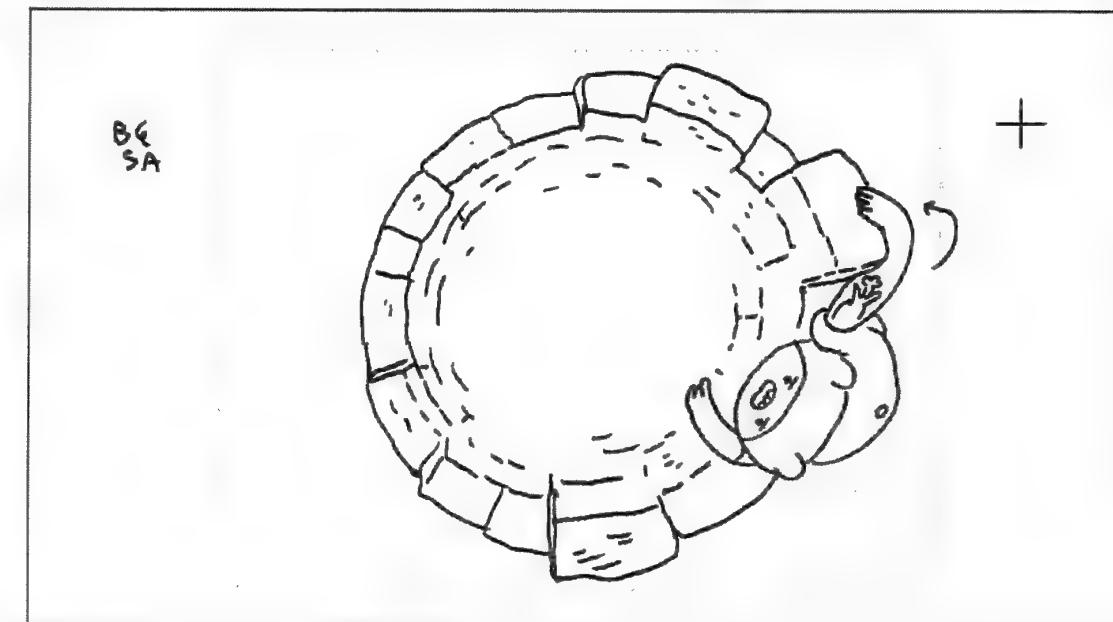
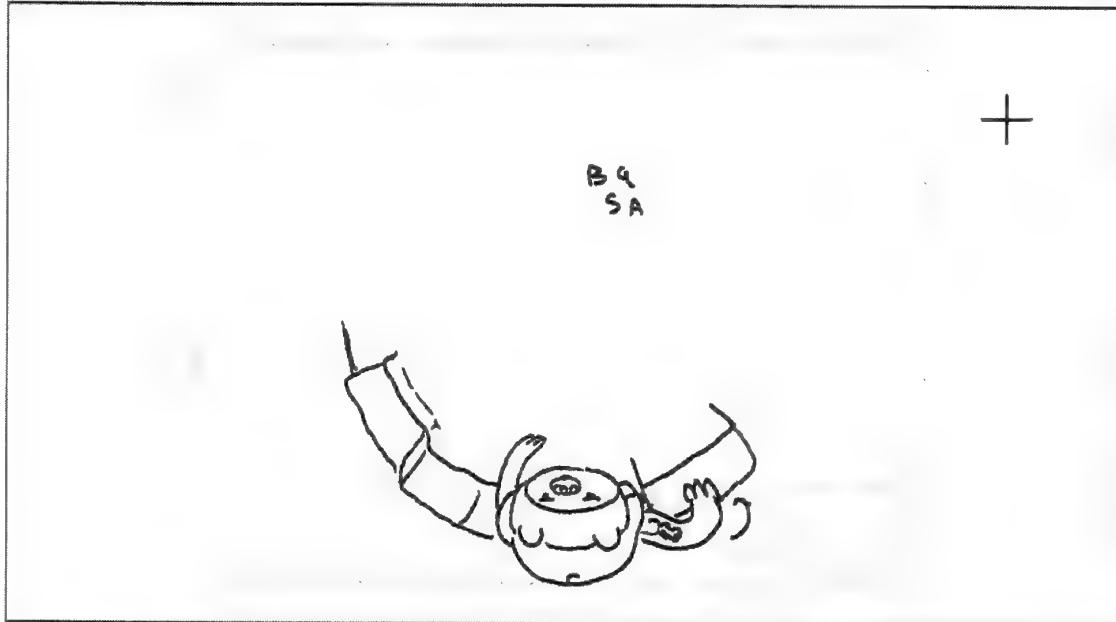
day night

Sc. 66

Pnl. H

Bg.

day night



Dialog:

Action:

REFER TO PREVIOUS
BRICK LAYING POSES

END POSE,

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 116

Sc. 66

Pnl. I

Bg.

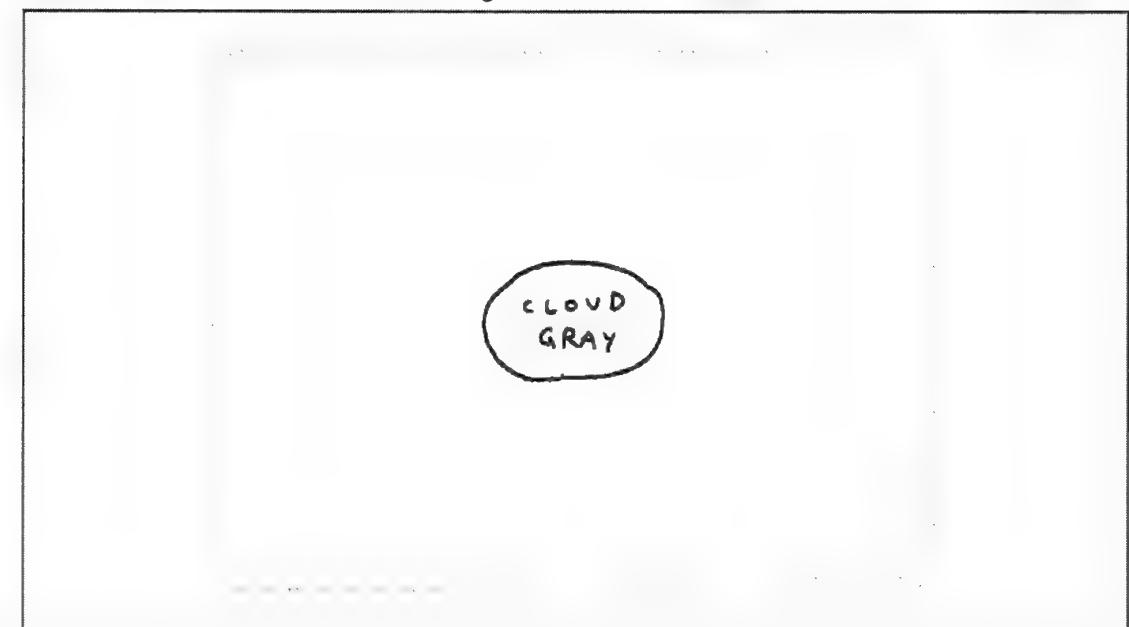
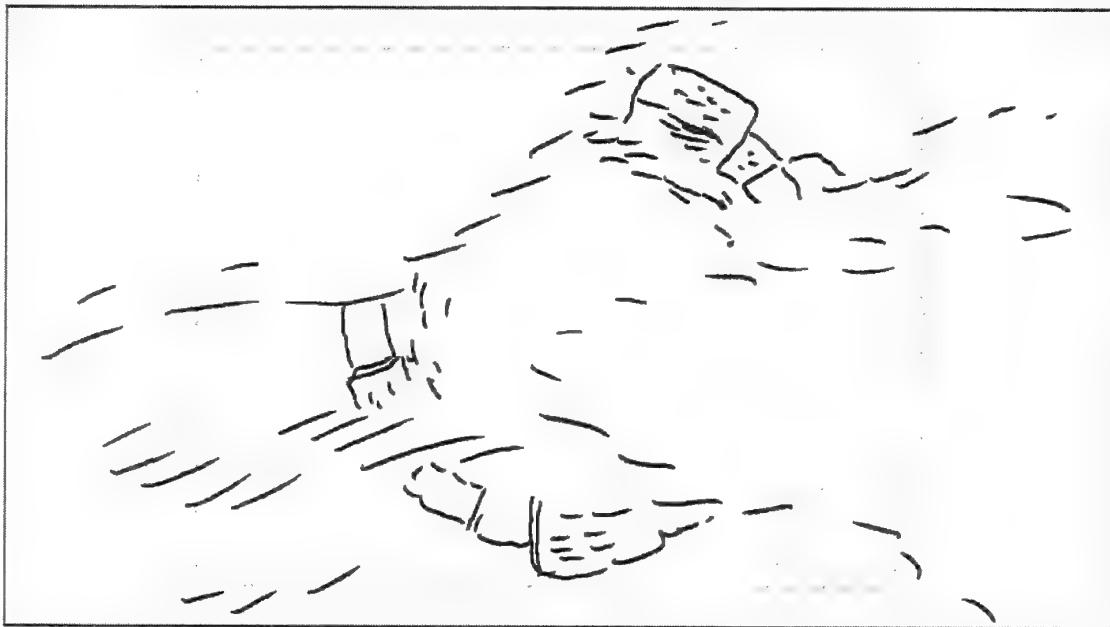
day night

Sc. 66

Pnl. J

Bg.

day night



Dialog:

Action:

AS HE BUILDS TRANSLUCENT
WHISPS OF CLOUD COME IN, . . .

... AND FADES TO GRAY.

Timing:

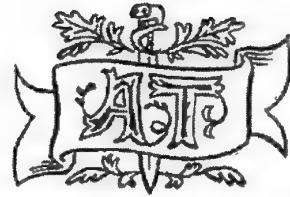
= LIKE CLOUDS LOWER FROM
BEHIND THE CAMERA. DO
YOU THINK THIS'LL WORK? =

Production :

1025-168

EPISODE #

ADVENTURE TIME



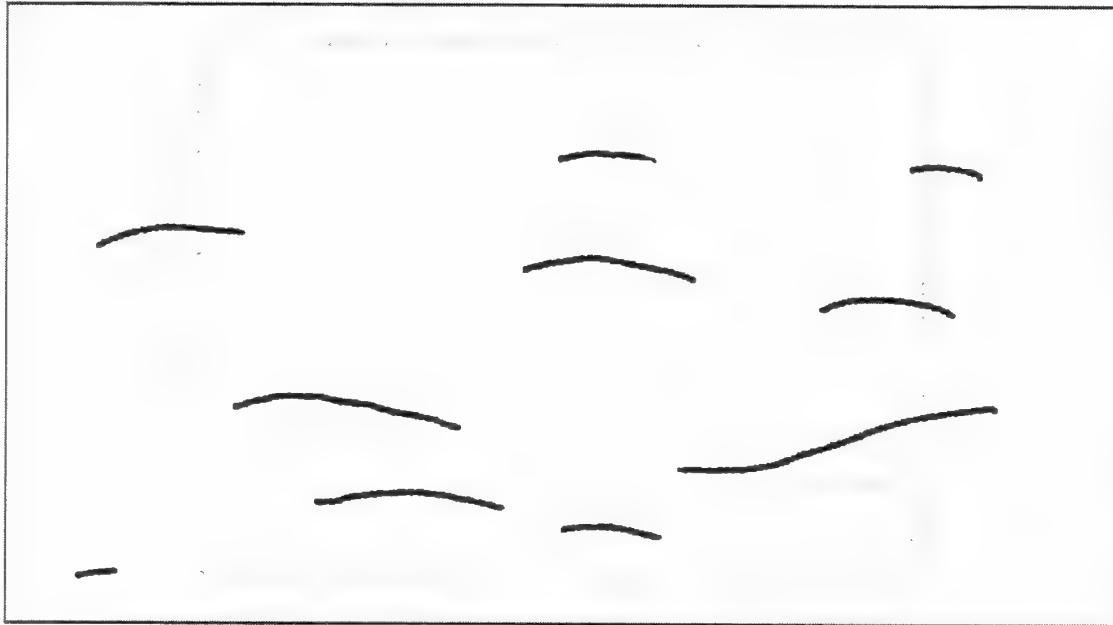
Page 117

Sc. 67

Pnl. A

Bg.

day night



Sc. 67

Pnl. B

Bg.

day night



Dialog:

Action:

CLOUDS

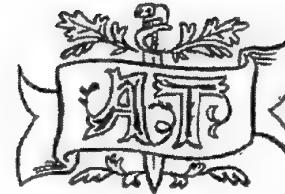
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 118

Sc. 67

Pnl. C

Bg.

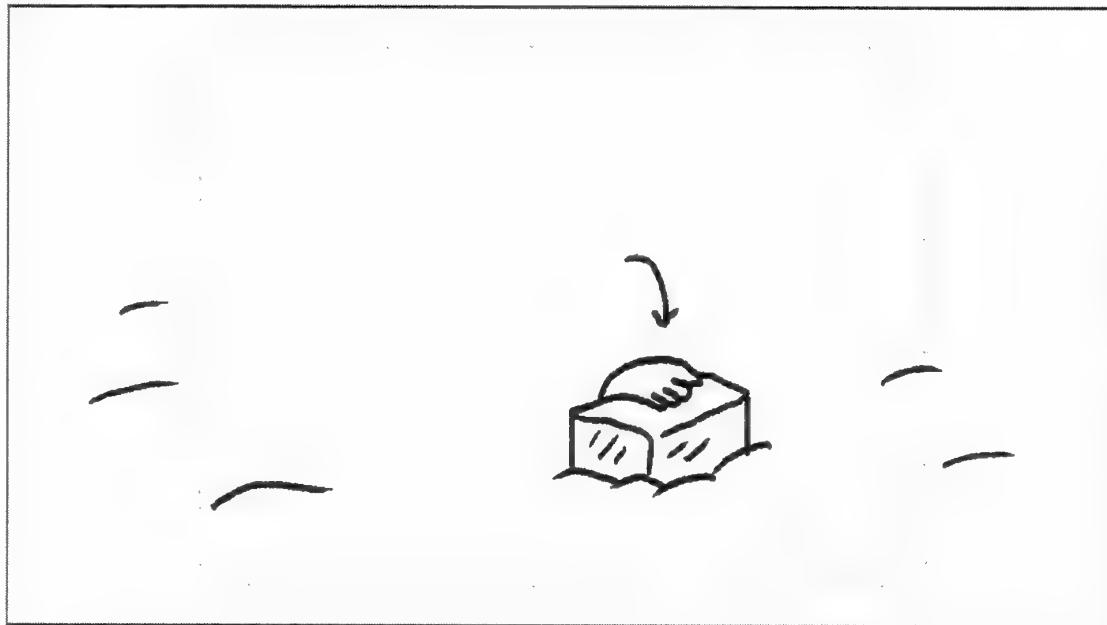
day night

Sc. 67

Pnl. D

Bg.

day night



Dialog:

(P) / DAAAD! ↗
Song END.

CARROLL (o.s.) / AAAAH!

Action:

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

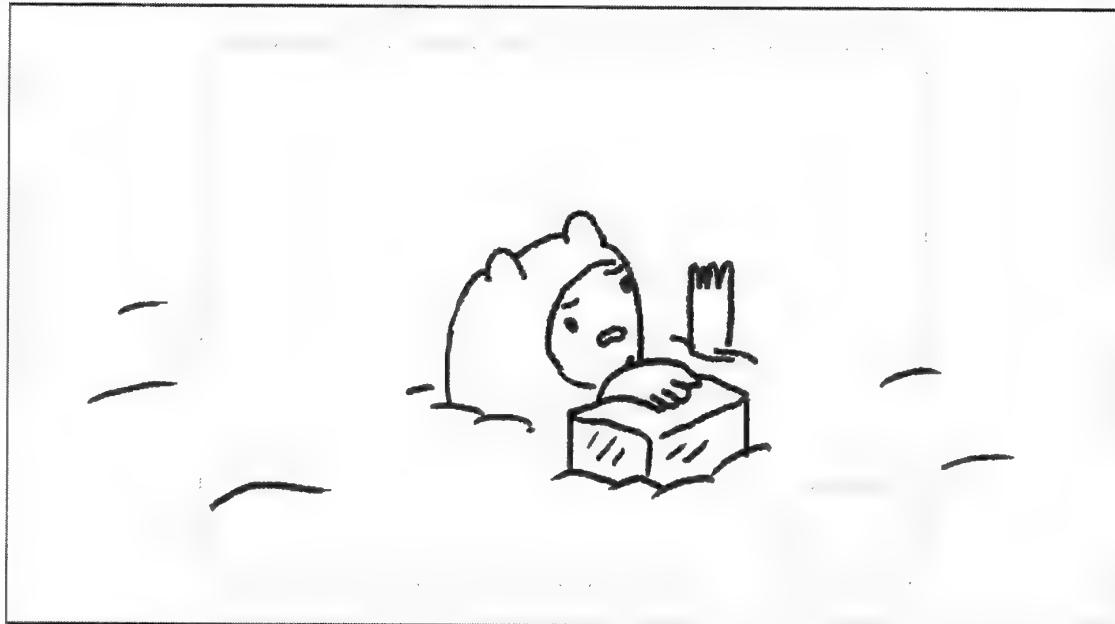


Sc. 67

Pnl. E

Bg.

day night



Sc. 68

Pnl. A

Bg.

day night



Page 119

Dialog:

F / OH, HI.
(A LITTLE CONFUSED)

CARROLL / GET OUTTA MY HOUSE OR
I'M GONNA FACE BLAAAAA.

Action:

Timing:

ADVENTURE TIME



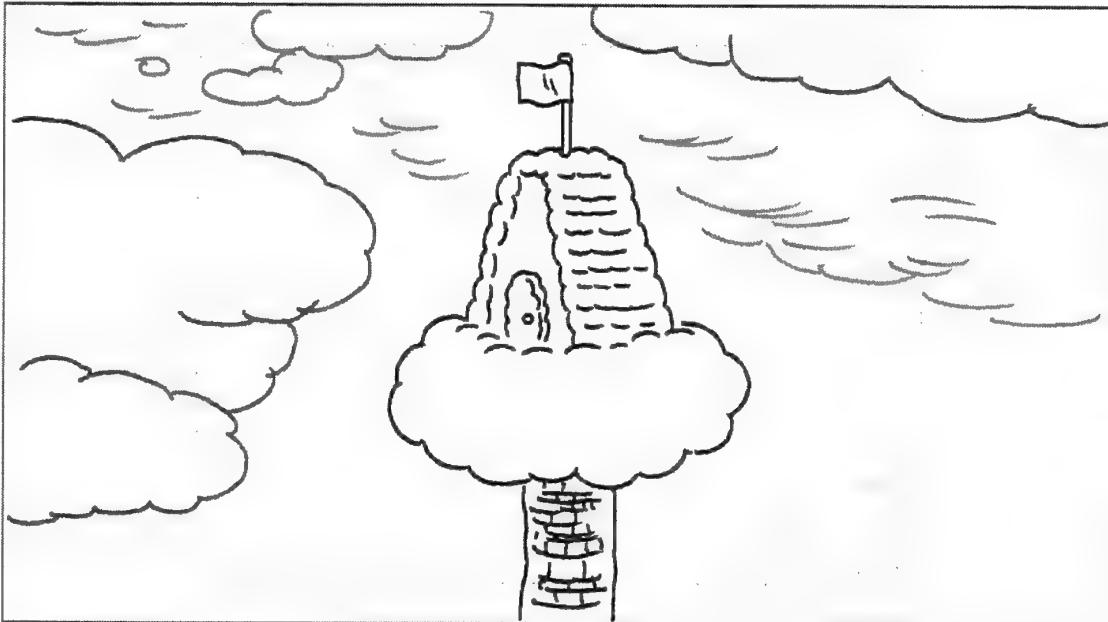
Page 120

Sc. 69

Pnl. A

Bg.

day night



Sc. 70

Pnl. A

Bg.

day night



Dialog:

① - AAAAAA AA AA AA SSST You.
(MONOTONISH)

Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 121

Sc. 70

Pnl. B

Bg.

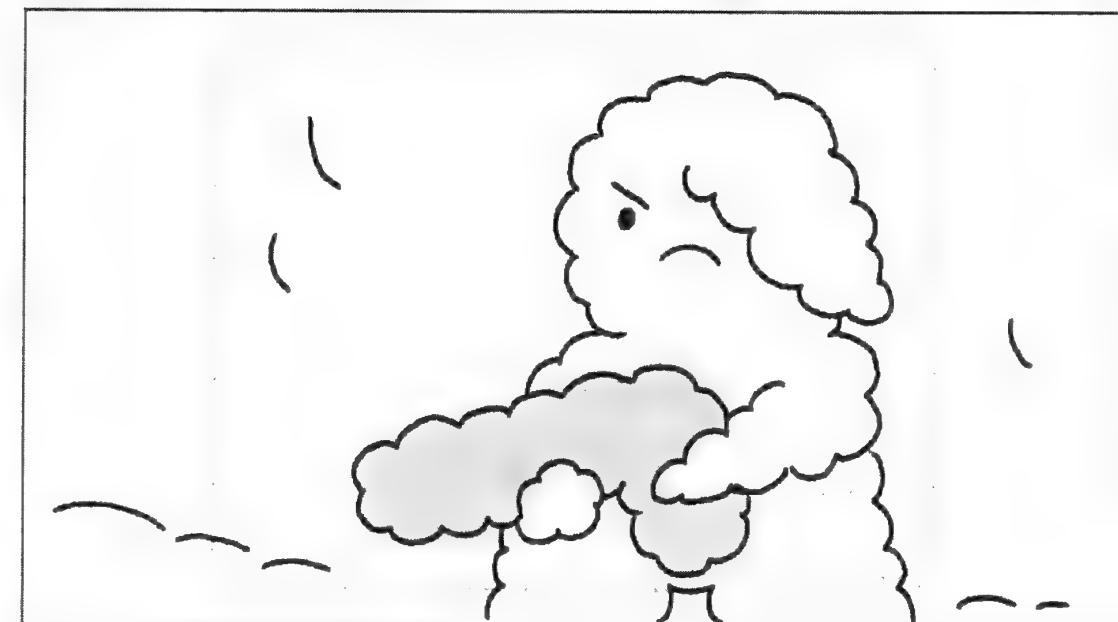
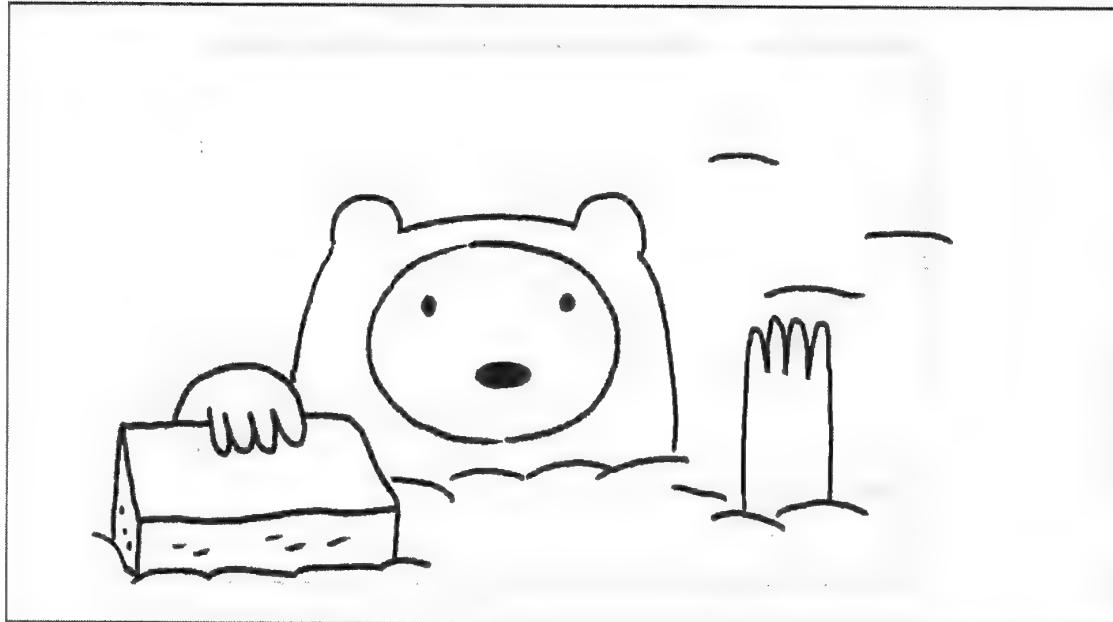
day night

Sc. ~~70~~ 71

Pnl. A

Bg.

day night



Dialog:

(F) / H I .

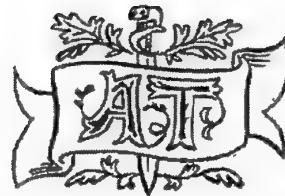
Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 122

Sc. 71

Pnl. C

Bg.

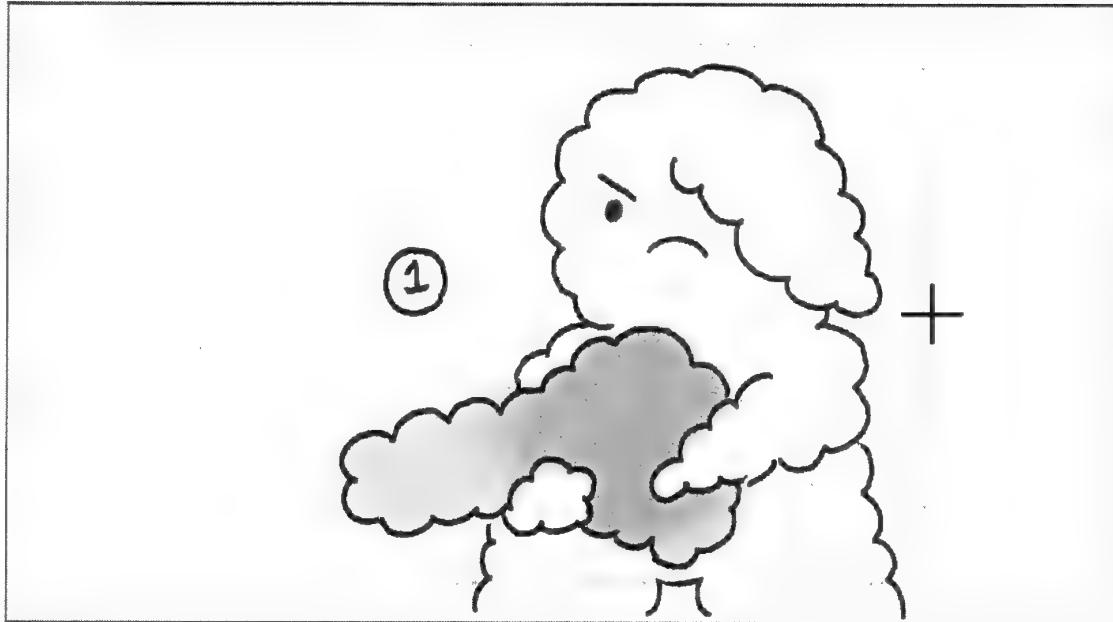
day night

Sc. 71

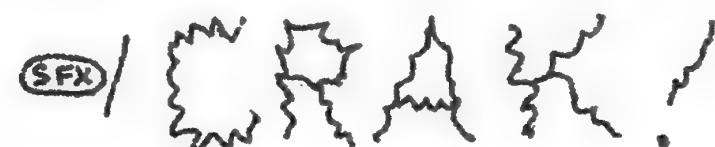
Pnl. D

Bg.

day night



Dialog:



Action:

= FAST! =
= REAL
FAST,

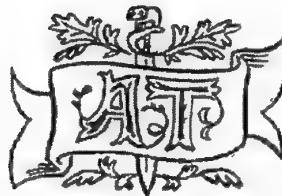


Timing: LOTS
OF
POWER

EPISODE # 1025-16E

Production :

ADVENTURE TIME



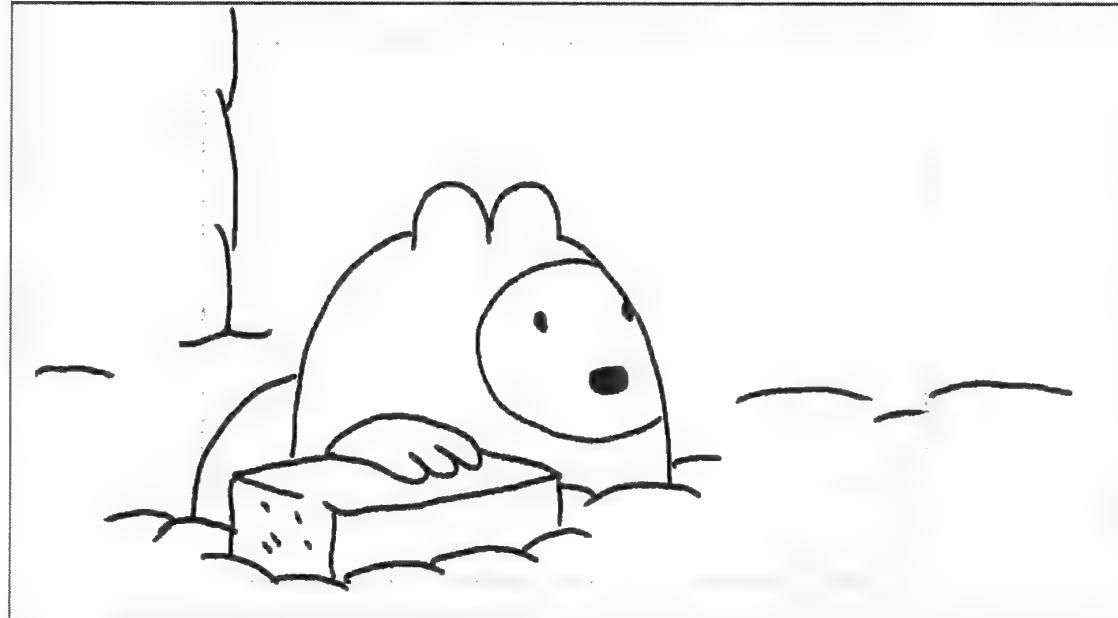
Page 123

Sc. 72

Pnl. A

Bg.

day night



Sc. 72

Pnl. B

Bg.

day night



Dialog:

(F)

HELLO -
(CUT OFF)

SFX



Action:

- THE LIGHTNING
DOESN'T TRAVEL,
IT JUST APPEARS
LIKE REAL LIGHTNING.

BG
STARTS
CREEPIN'

Timing:

SAME IN PREV. SC.
(SO THIS SC. HAPPENS
AT THE SAME TIME
AS THE PREV. SC.)

EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 124

Sc. 73

Pnl.

Bg.

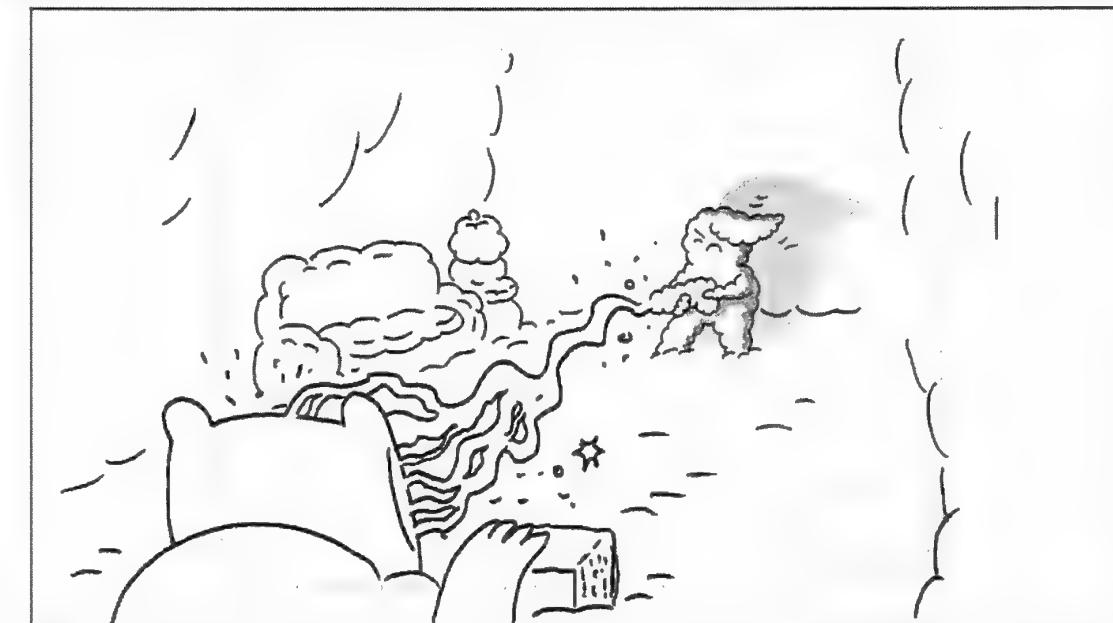
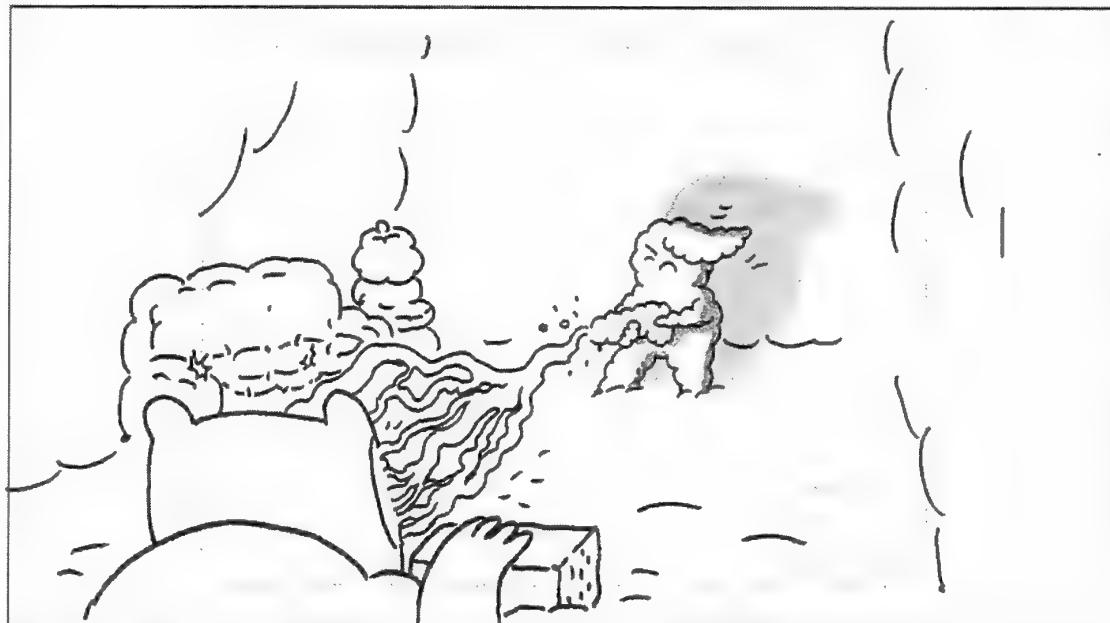
day night

Sc. 73

Pnl.

Bg.

day night



Dialog:

SFX / BB ZZZZARR ZZZZZZ RR ZZ RR RT!

Action:

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 125

Sc. 73

Pnl.

Bg.

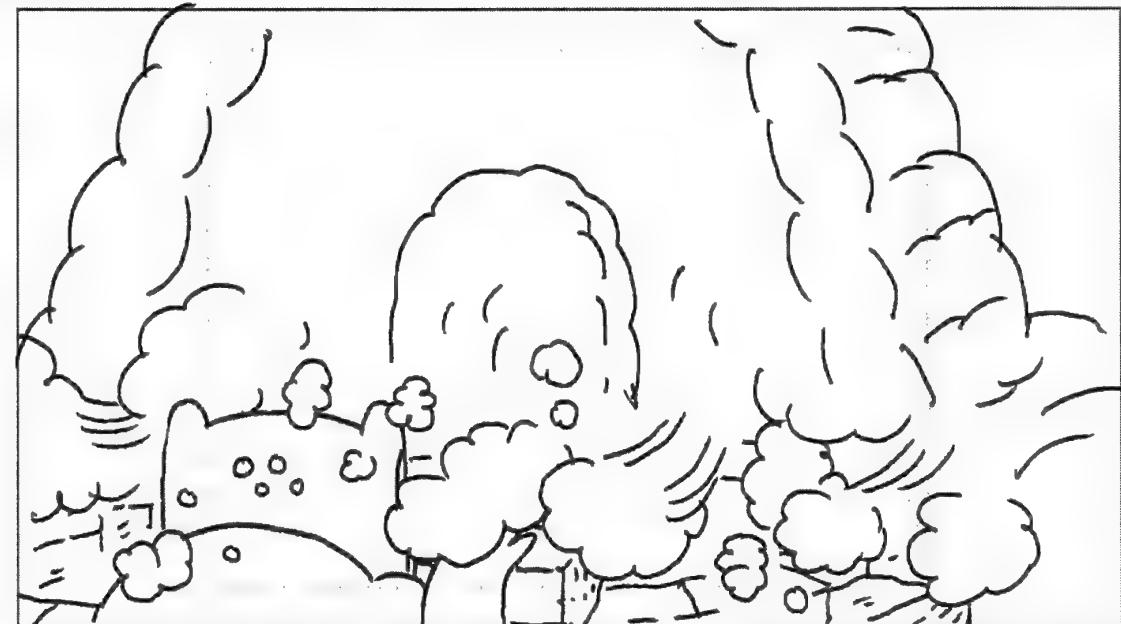
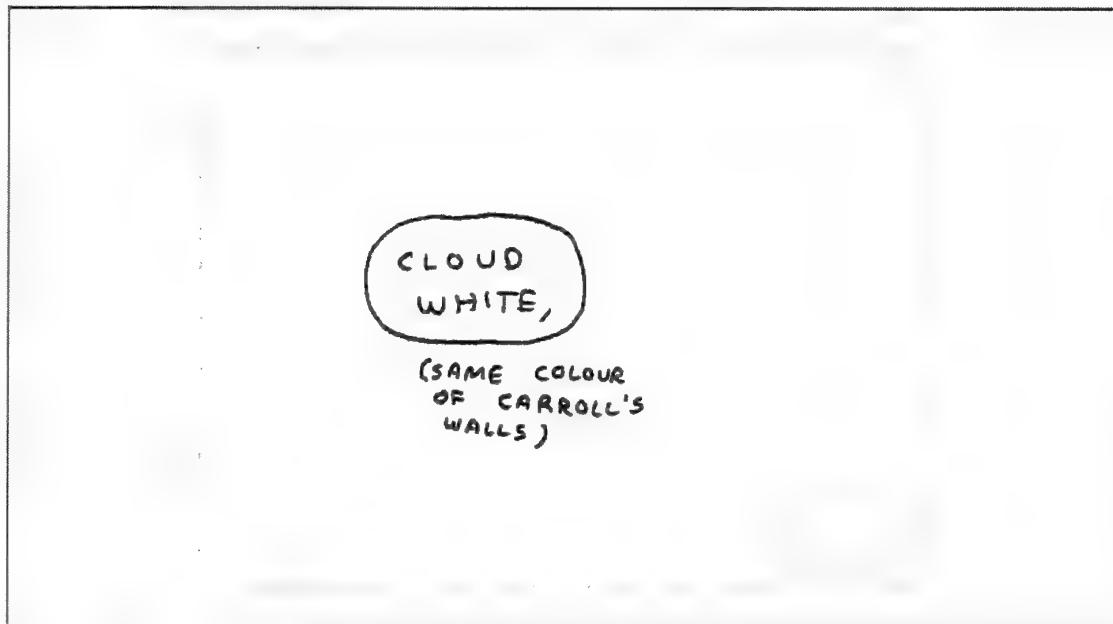
day night

Sc. 73

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1025-16E

ADVENTURE TIME



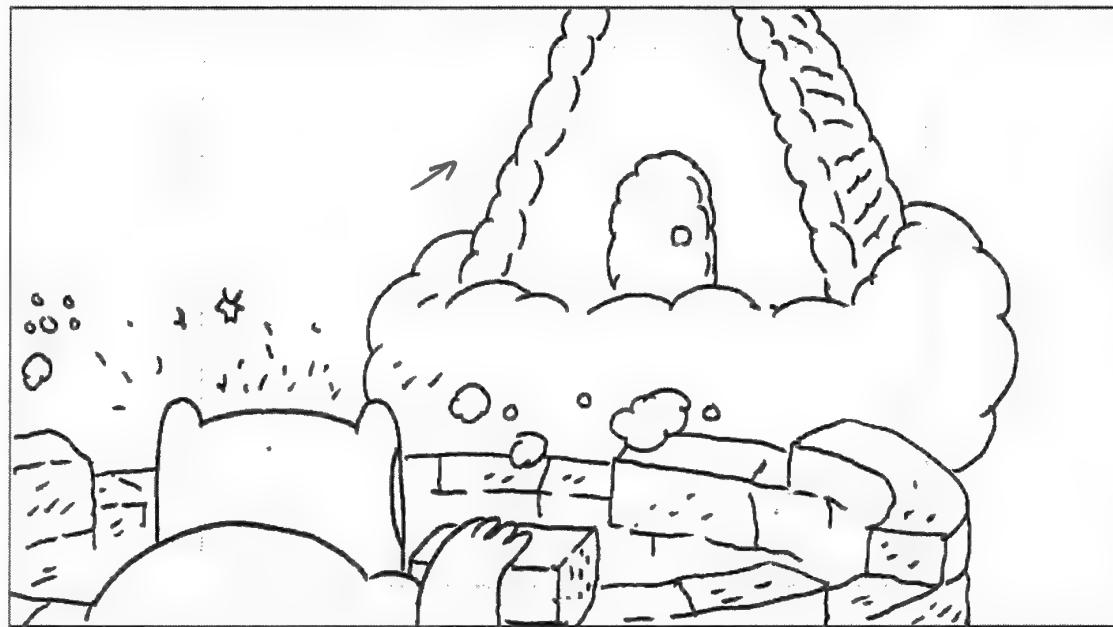
Page 126

Sc. 73

Pnl.

Bg.

day night



Sc. 74

Pnl. A

Bg.

day night



Dialog:

(F) WAH.

Action:

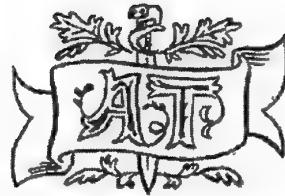
Timing:

Production :

1025-16

EPISODE #

ADVENTURE TIME



Page 127

Sc. 74

Pnl. B

Bg.

day night

Sc. 74

Pnl. C

Bg.

day night



Dialog:

(SFX) / BZZT!

(SFX) / PFF!

Action:



Timing:

Production :

1025-16C

EPISODE #

ADVENTURE TIME



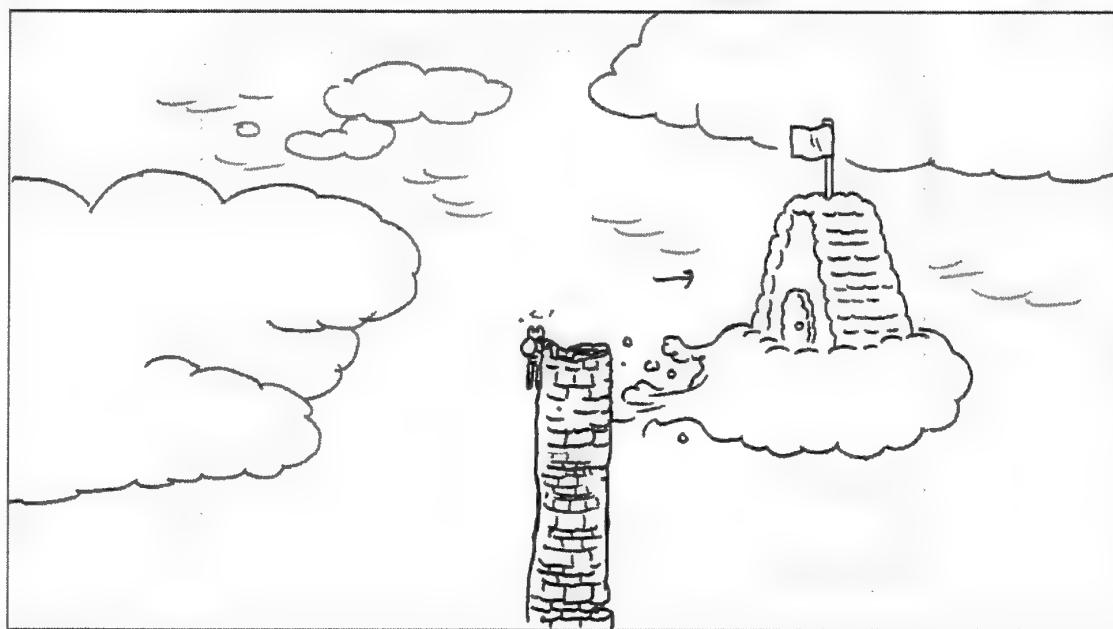
Page 128

Sc. 75

Pnl. A

Bg.

day night

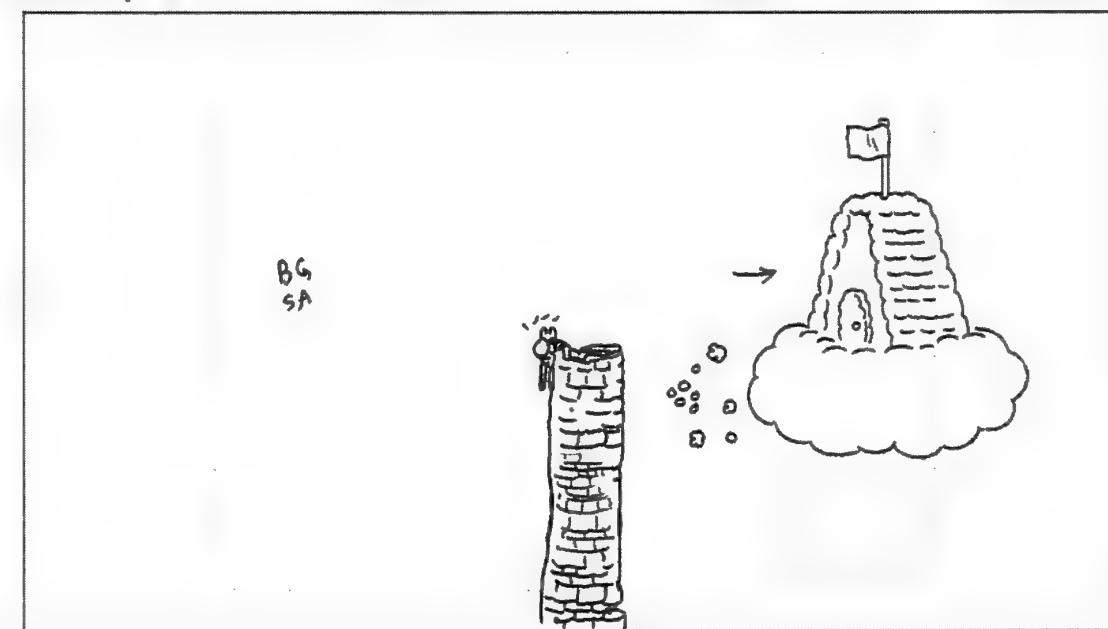


Sc. 75

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 129

Sc. 76

Pnl. A

Bg.

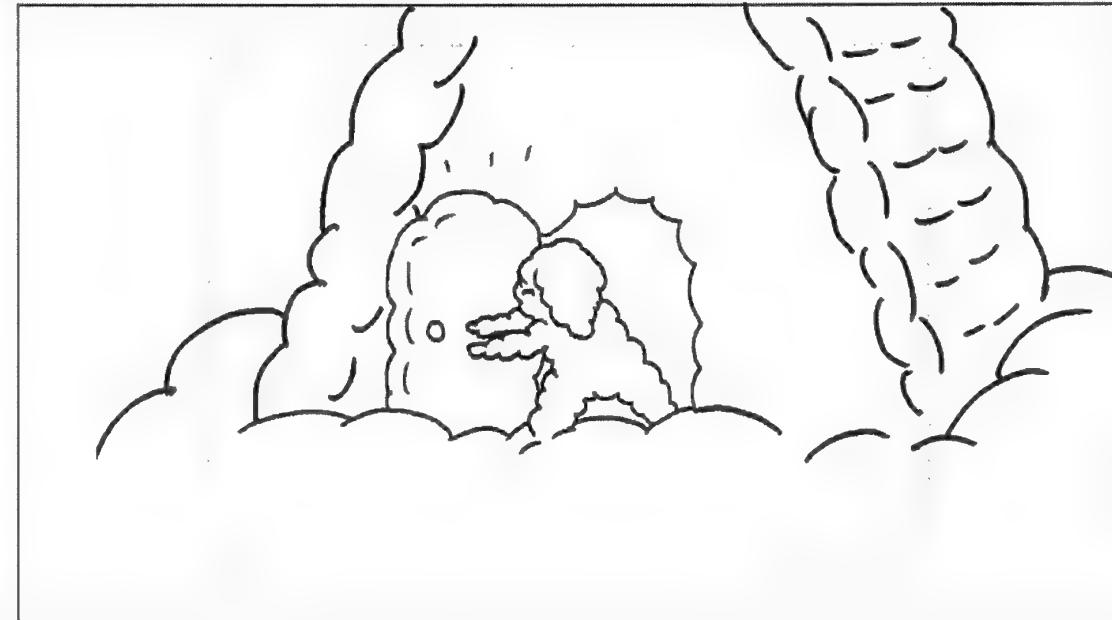
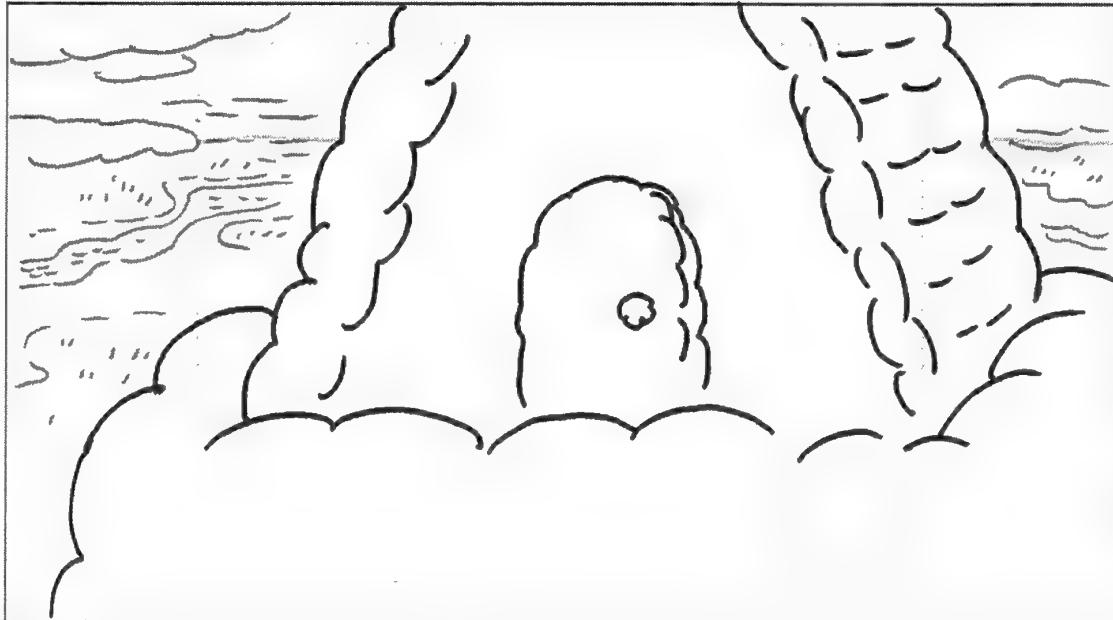
day night

Sc. 76

Pnl. B

Bg.

day night



Dialog:

(SFX) / = BANG! =

Action:

= "BURSTS OUT OF HER HOUSE" =

Timing:

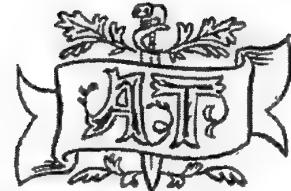
CLOUD IS STILL DRIFTING
BACKWARDS THROUGH THIS SC. (END POS. @ PANEL F)

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 130

Sc. 76

Pnl. C

Bg.

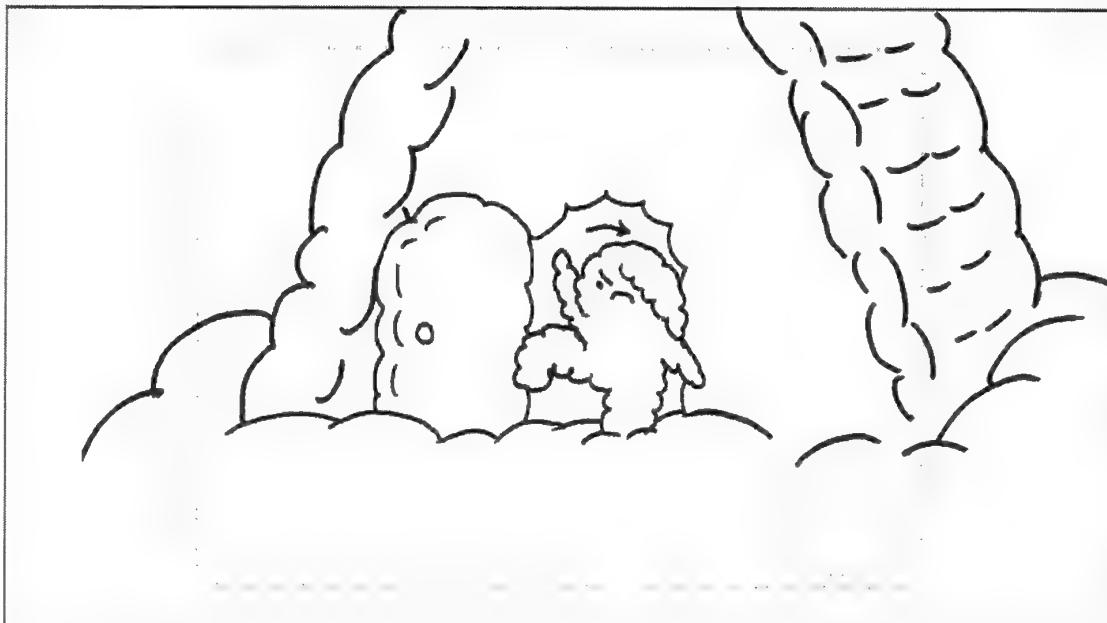
day night

Sc. 76

Pnl. D

Bg.

day night



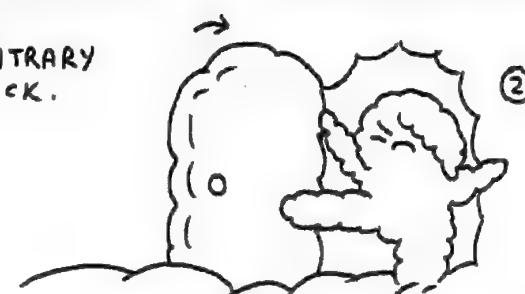
Dialog:

(SFX) :: BANG ! ::

Action:

ANTIC

AN
ARBITRARY
KICK.



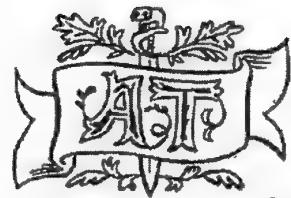
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc. 76

Pnl. E

Bg.

day night

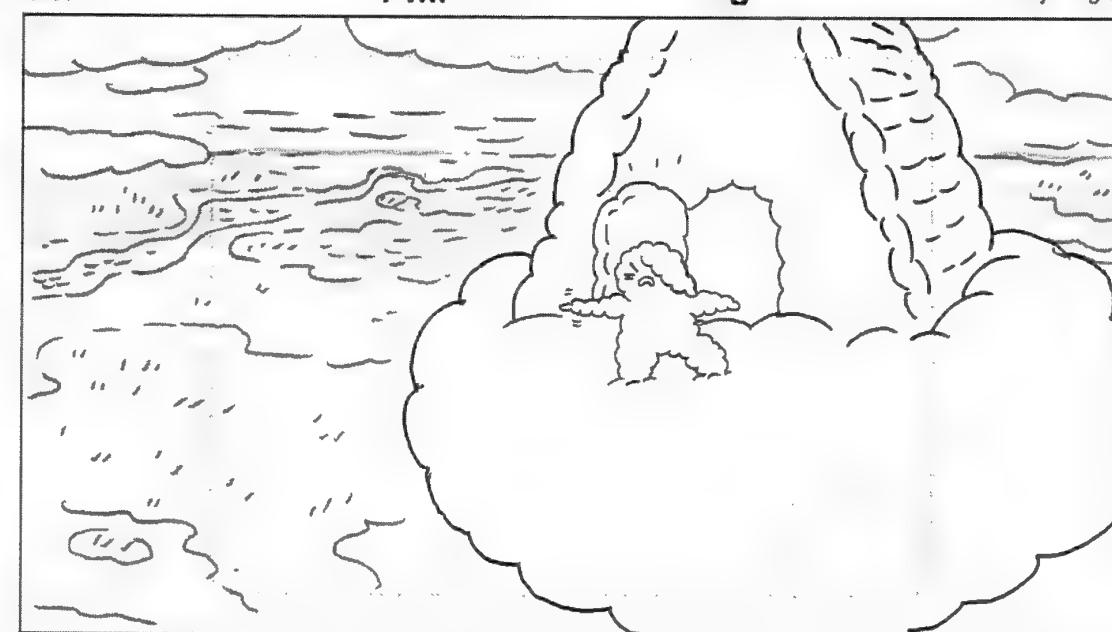


Sc. 76

Pnl. F

Bg.

day night



Dialog:

(C) YUP. YEAH. I KNOW YOU.
OF THOSE SWIMMERS, RIGHT. YOU'RE ONE

(C) A REAL SWIM NUT.

Action:

STOMPS OUT,

END POS. (BG IS LIKE
OF CLOUD. FROM AN AIRPLANE)

Timing:

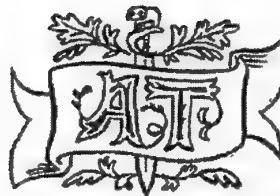
EPISODE #

Production :

1025-168

Page 131

ADVENTURE TIME



Page 132

Sc. 77

Pnl. A

Bg.

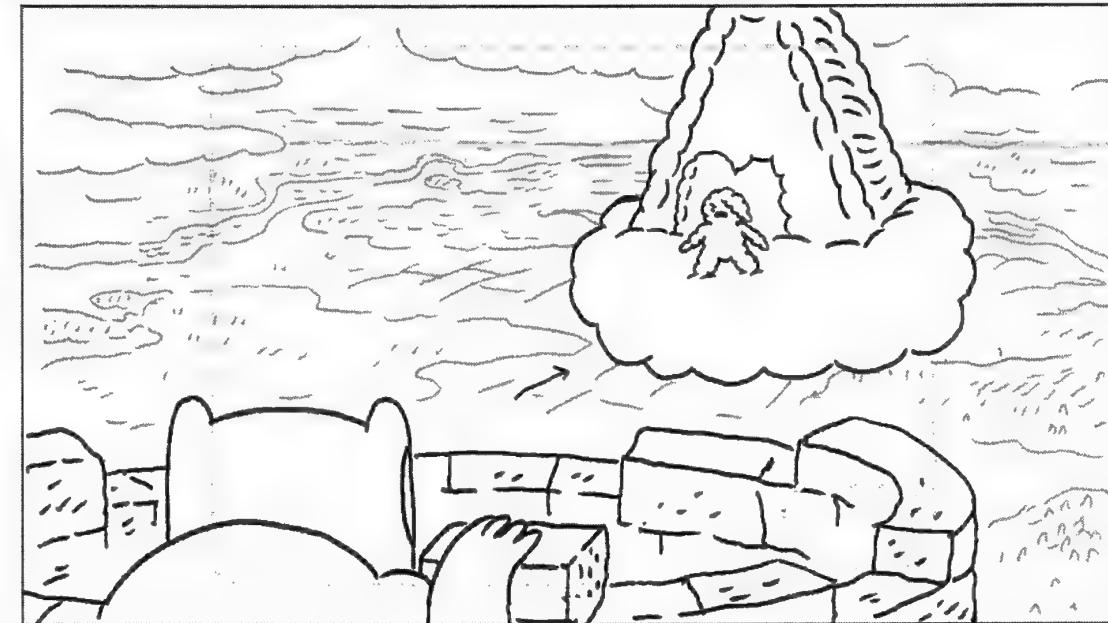
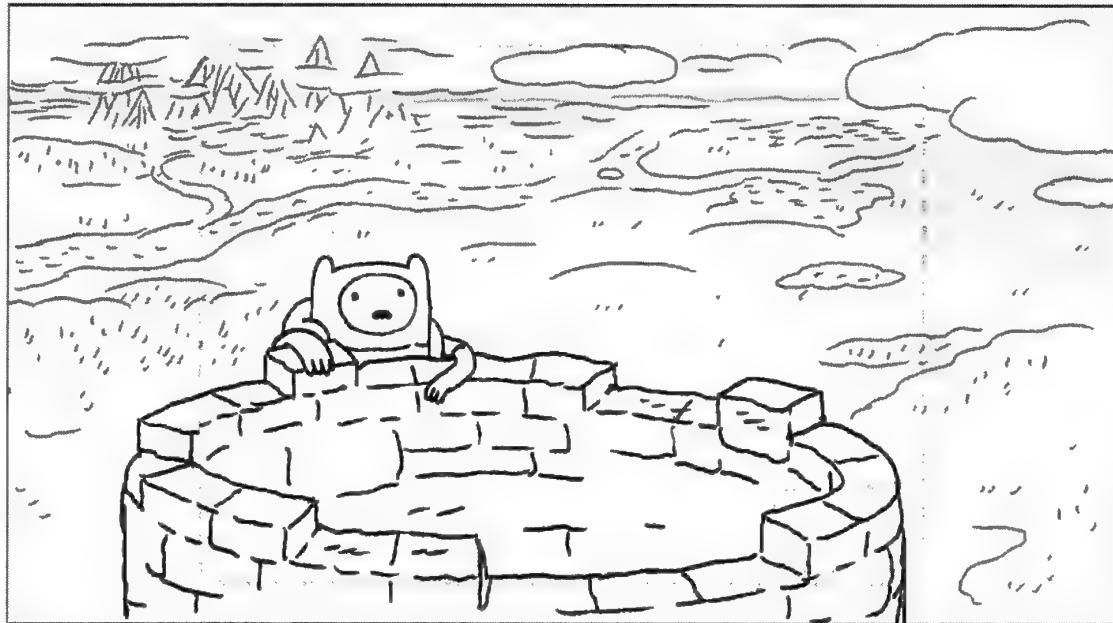
day night

Sc. 78

Pnl. A

Bg.

day night



Dialog:

F **WHAT! NO! I'M FINN.**

↑
(LIKE MARK WAHLBERG IN "THE HAPPENING"!)

C **WELL YOU CAN'T SWIM
IN ME. NOT ANYMORE,
I'M NOT WATER.**

Action:



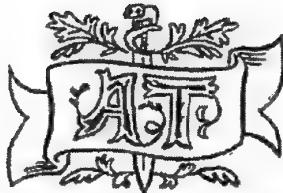
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



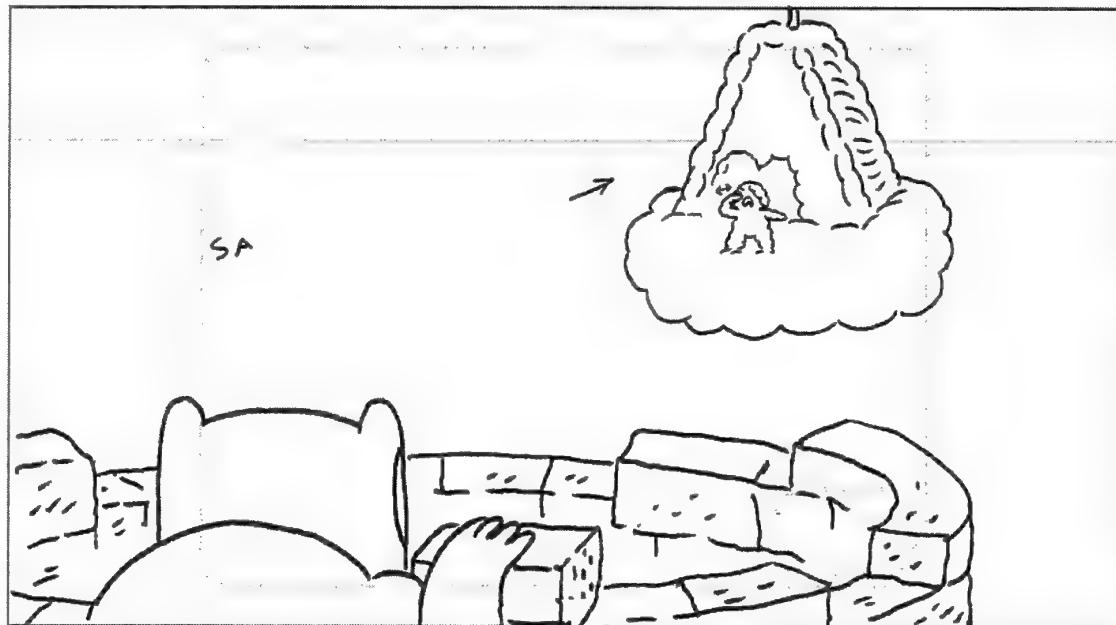
Page 133

Sc. 79

Pnl. B

Bg.

day night

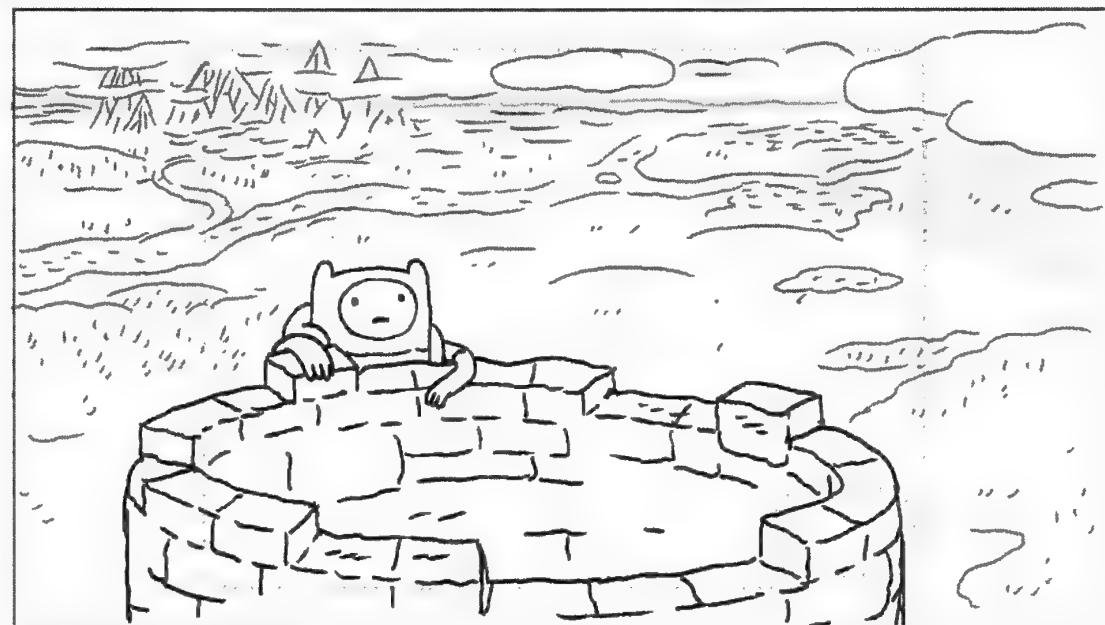


Sc. 80

Pnl. A

Bg.

day night



Dialog:

C YOU CAN'T GET ME
UP YOUR Noooooooose.

Action:

DRIFTING AWAY,
RAPIDLY POINTING TO HER NOSE.

:= BEAT :=

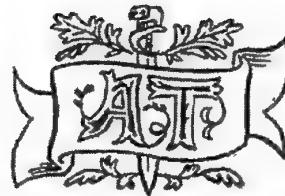
Timing:

1U25-165

EPISODE #

Production :

ADVENTURE TIME



Page 134

Sc. 86

Pnl. 8

Bg.

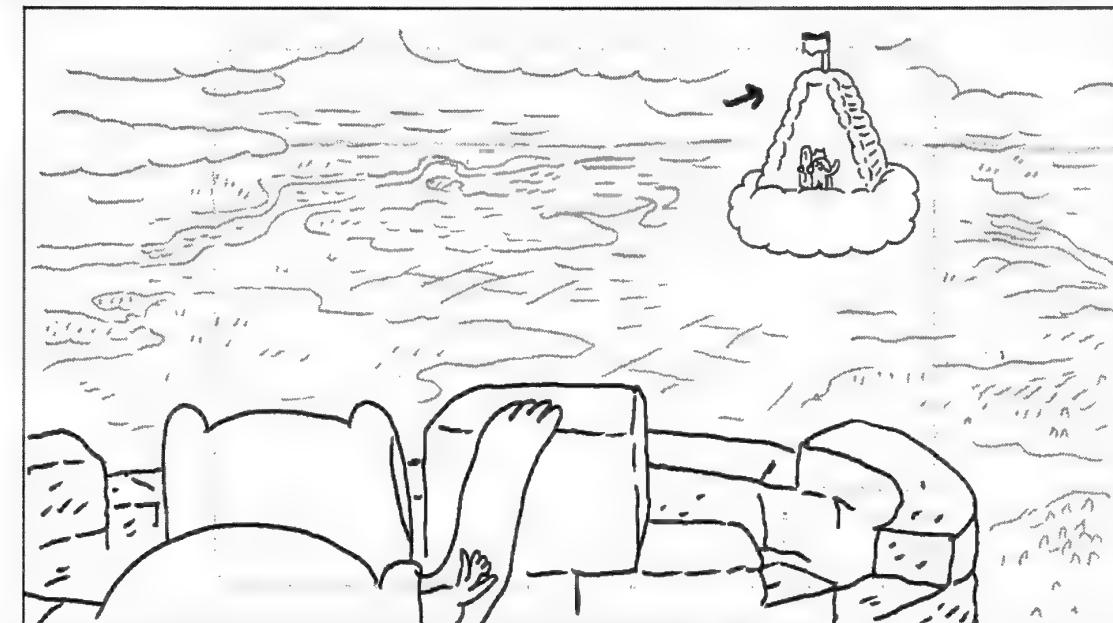
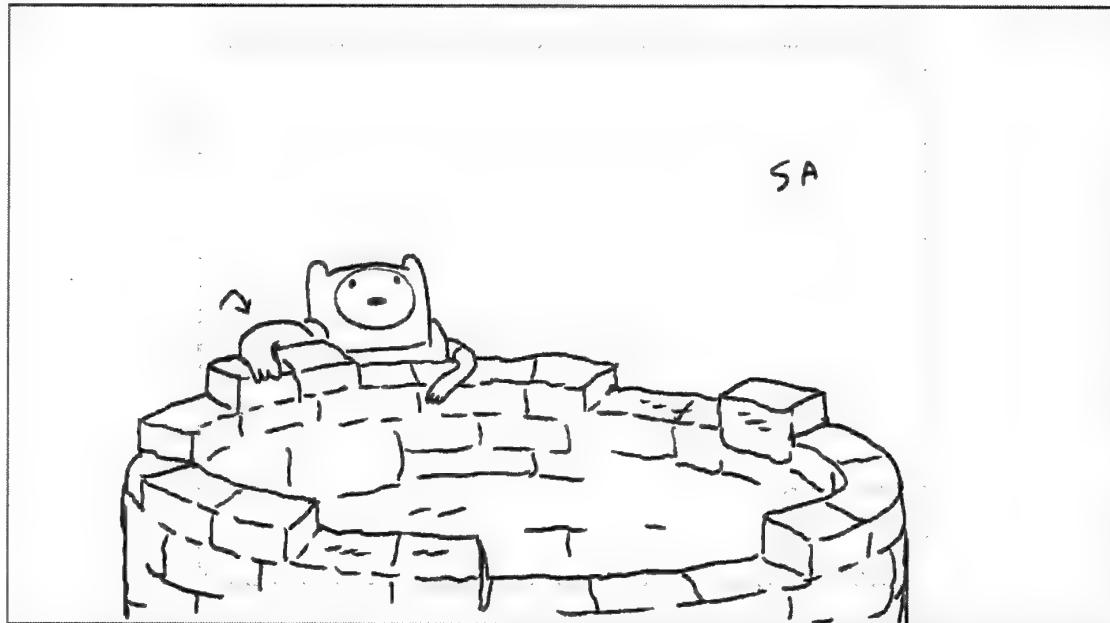
day night

Sc. 81

Pnl. 4

Bg.

day night



Dialog:

F/ OK I'M GOING TO KEEP
GOING .

C/ I'M GOING TO KEEP
GOING INTO HERE.

Action:



STARTS BUILDING AGAIN.

END POS.

C'S HALF INTO HER HOUSE.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 135

Sc. 81

Pnl. B

Bg.

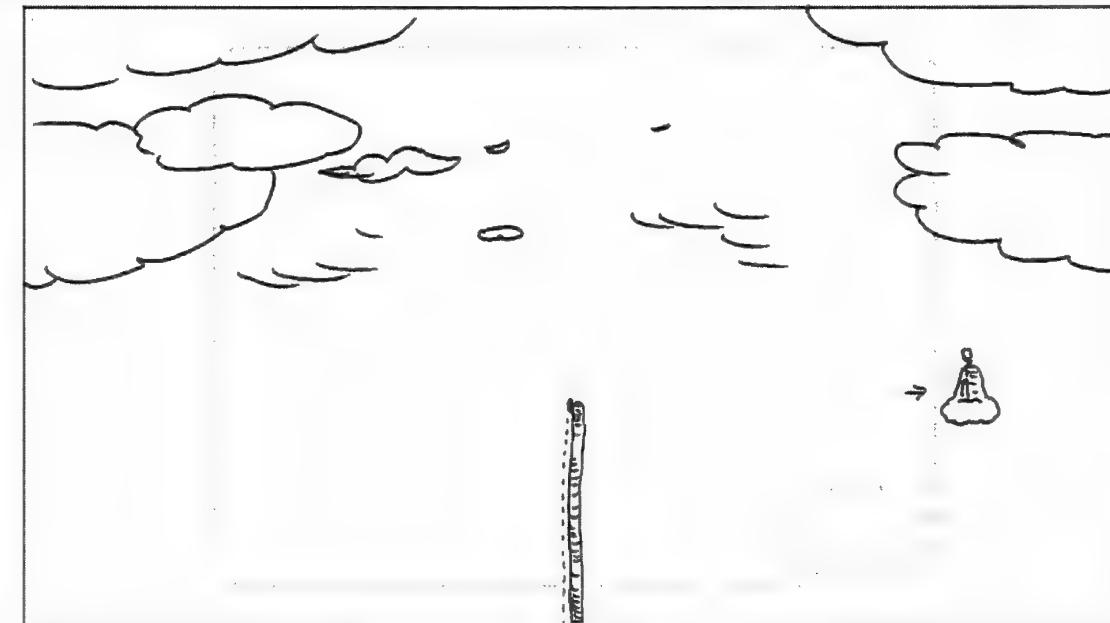
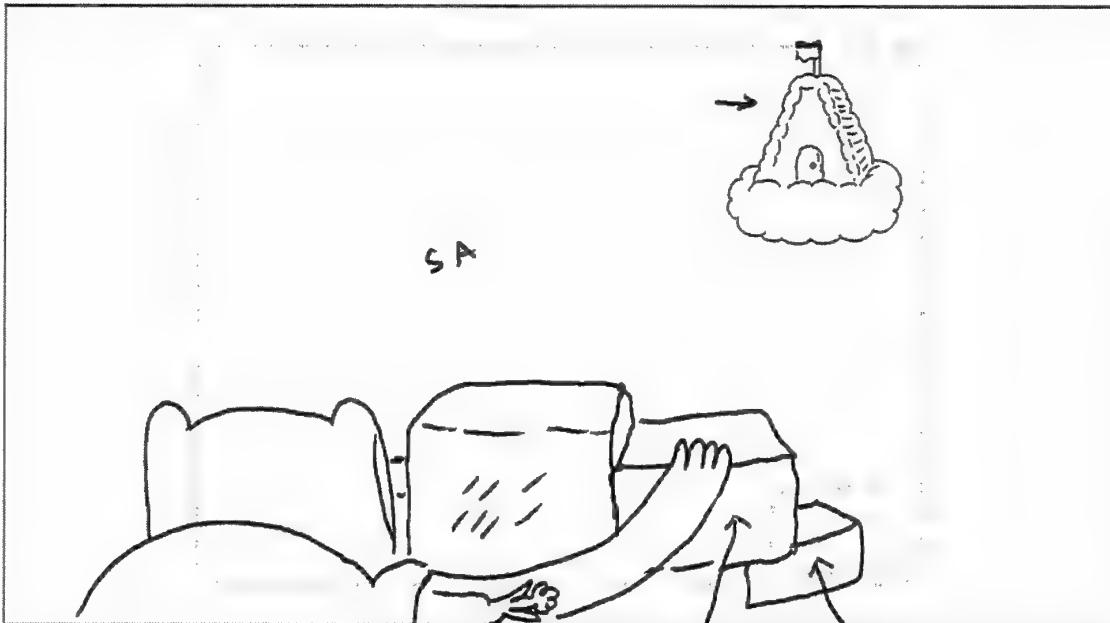
day night

Sc. 82

Pnl. A

Bg.

day night



Dialog:

(SFX) (DISTANT SLAM.)

Action:

- FINN
STILL BUILDING.
- CARROLL SLAMS DOOR.

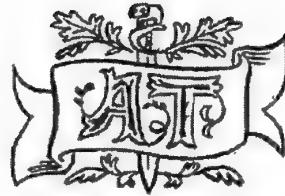
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 136

Sc. 83

Pnl. 6A

Bg.

day night

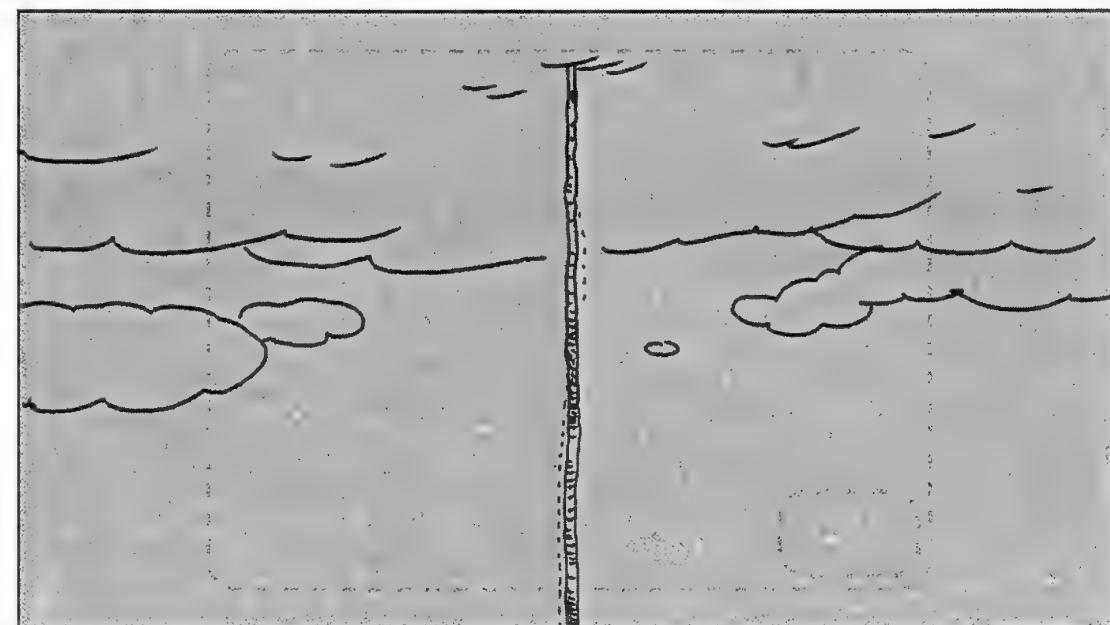


Sc. 84

Pnl. 6A

Bg.

day night



Dialog:

Action:

X DISSOLVE
(EVENING)

Timing:

X DISSOLVE
(NIGHT)

1025-168

EPISODE #

Production :

ADVENTURE TIME

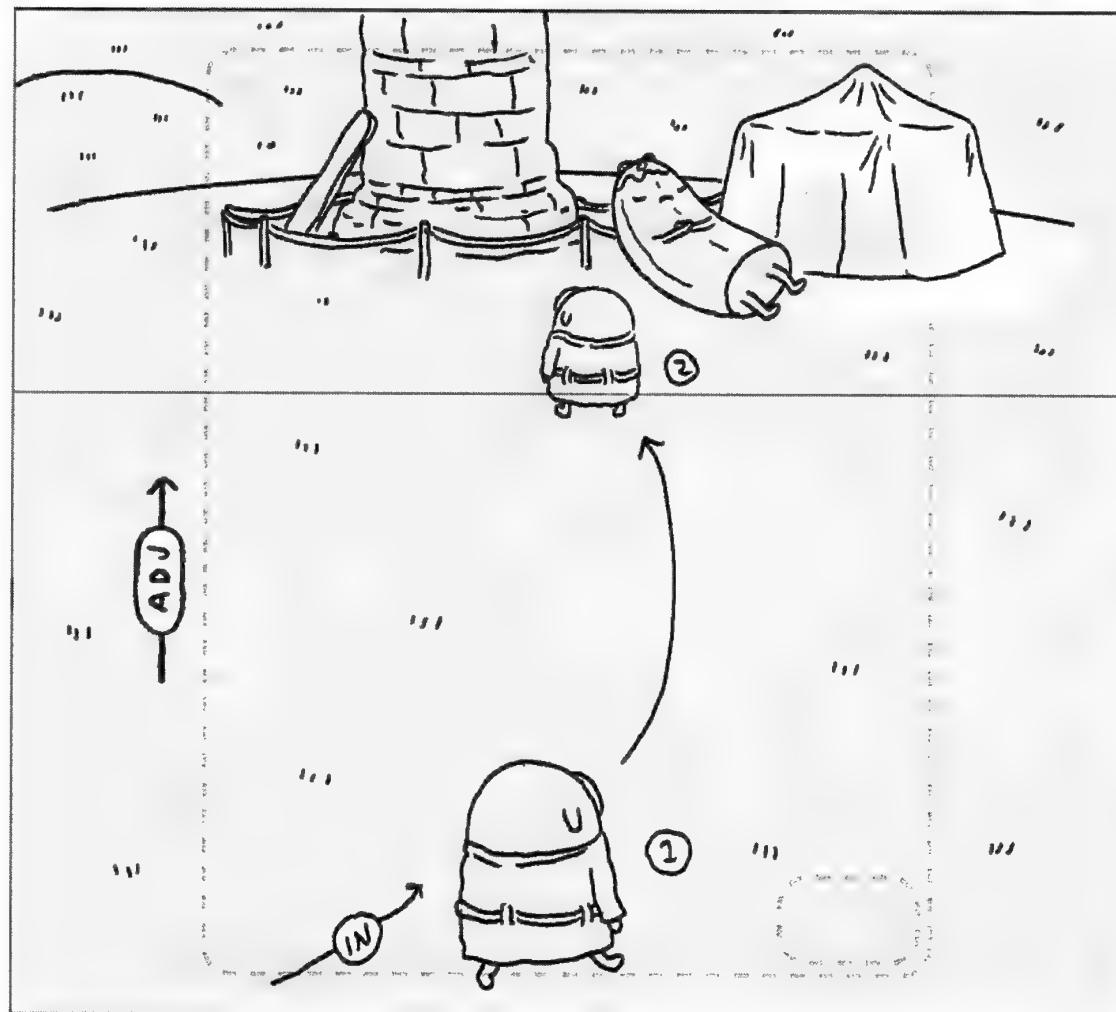


Sc. 85

Pnl. A

Bg.

day night



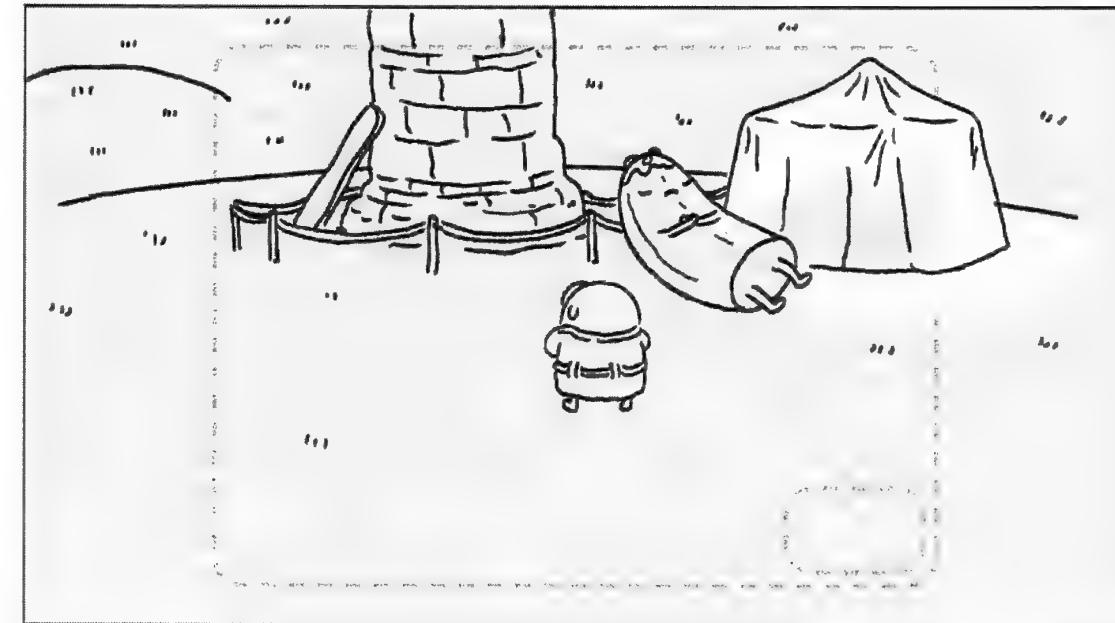
(SFX) / NIGHTTIME NOISE & WIND.
COLD WIND.

Sc. 85

Pnl. B

Bg.

day night



Dialog:

(SFX) / PB WORKING IN HER TENT.
TOOL NOISES & SPARKS.

Action: • JAKE CROSSES HIS ARMS

• BANANA GUARD
IS SLEEPING
SOUNDLY.



Timing:

• LIGHT INSIDE
TENT IS FLICKERING
FROM SPARKS
MAYBE?

ADVENTURE TIME



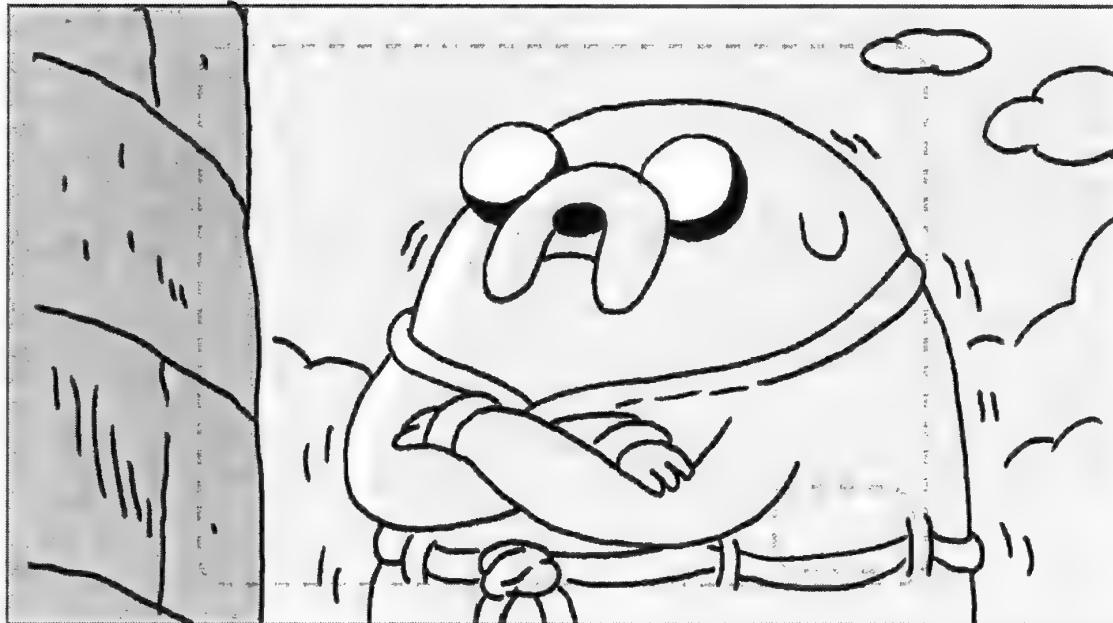
Page 138

Sc. 86

Pnl. A

Bg.

day night



Sc. 86

Pnl. B

Bg.

day night



Dialog:

OH HO H H .

Action:

SHIVERS

RUBS HANDS, WARMS
THEM WITH HIS BREATH

Timing:

Production :

1025-16E

EPISODE #

ADVENTURE TIME



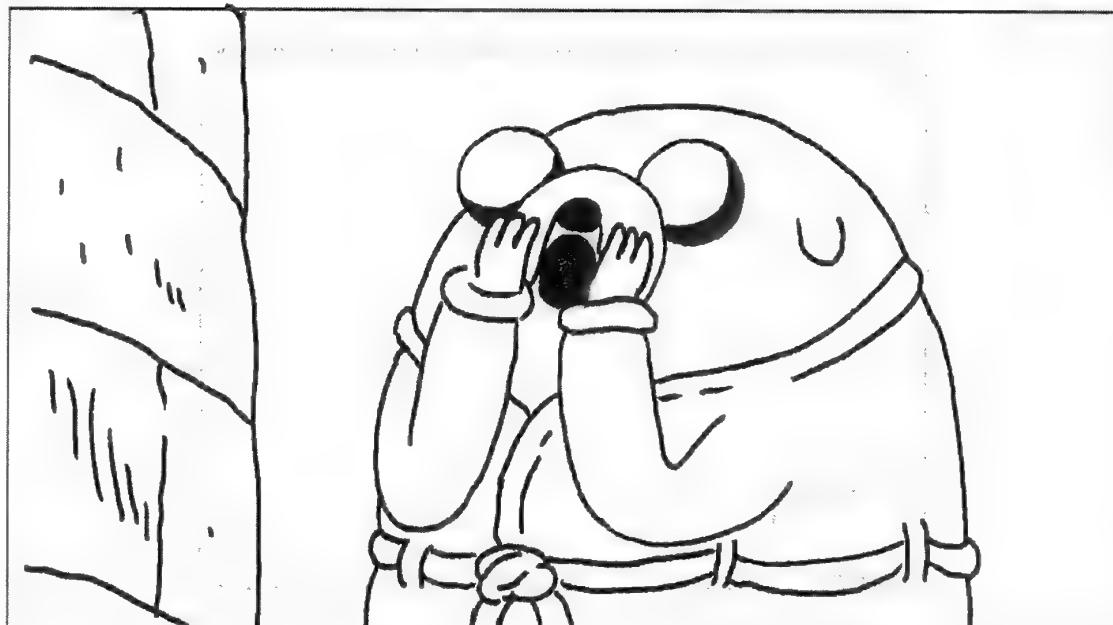
Page 139

Sc. 86

Pnl. C

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

① GOODNIGHT BUDDY,
I'M PROUD OF you!

:BEAT:

PREMIE
DEAR /WEHH.

Action:

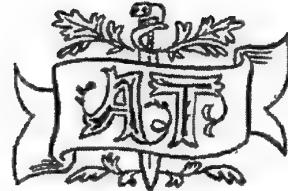
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 146

Sc. 88

Pnl. A

Bg.

day night



Sc. 88

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 141

Sc. 89

Pnl. A

Bg.

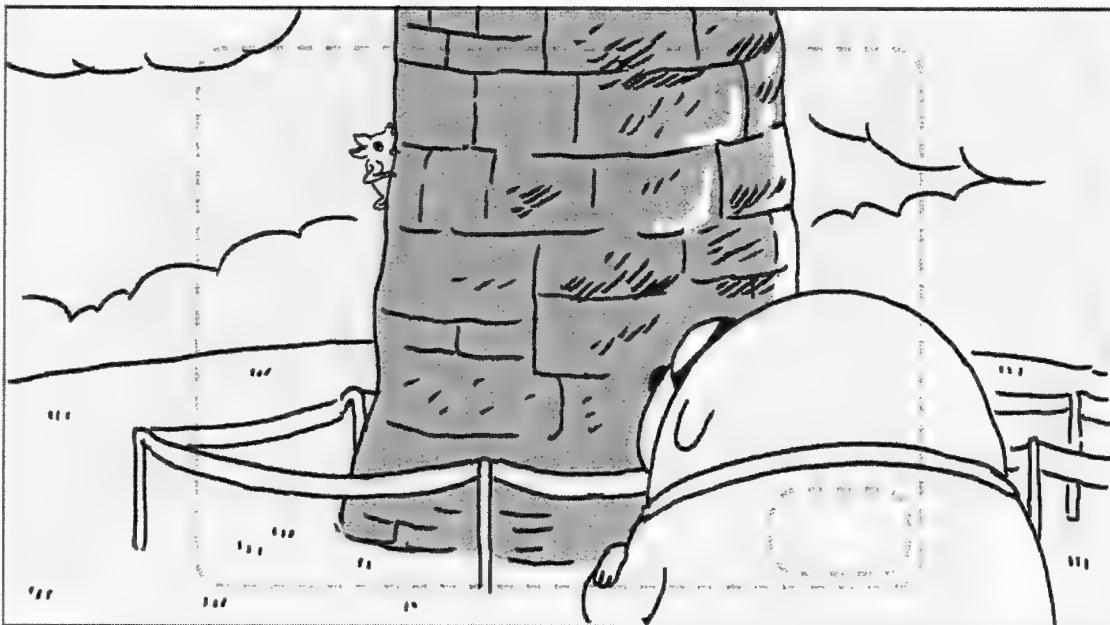
day night

Sc. 89

Pnl. B

Bg.

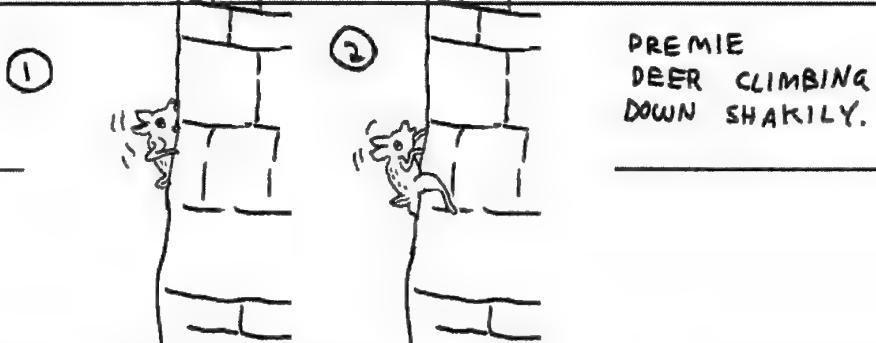
day night



Dialog:

(P.D.) / WEHH!

Action:



FADE TO BLACK.

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



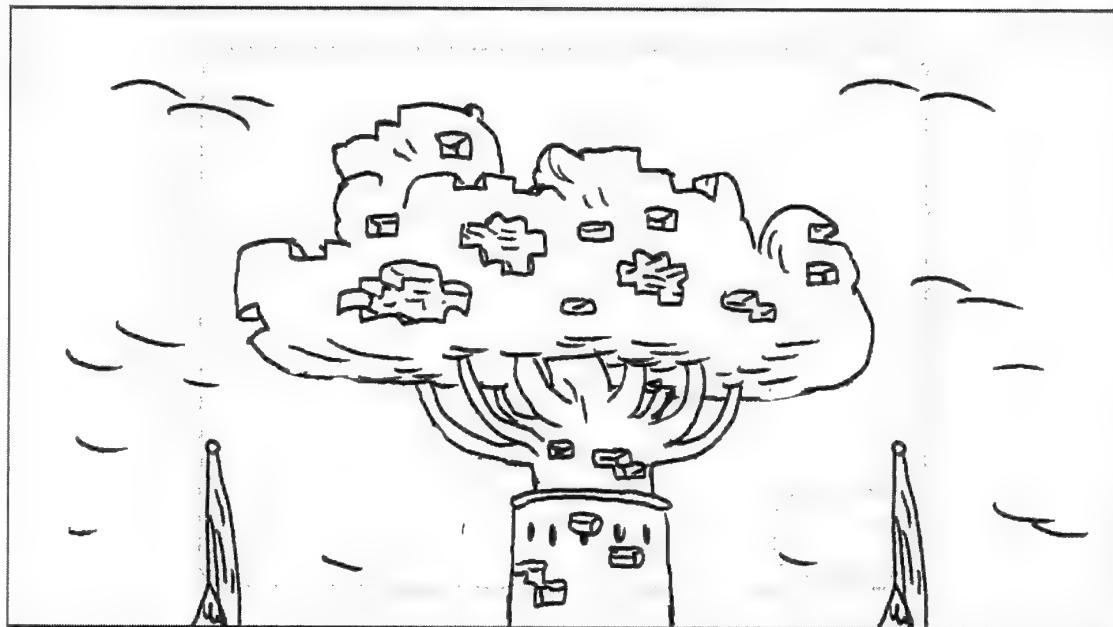
Page 142

Sc. 90

Pnl. A

Bg.

day night

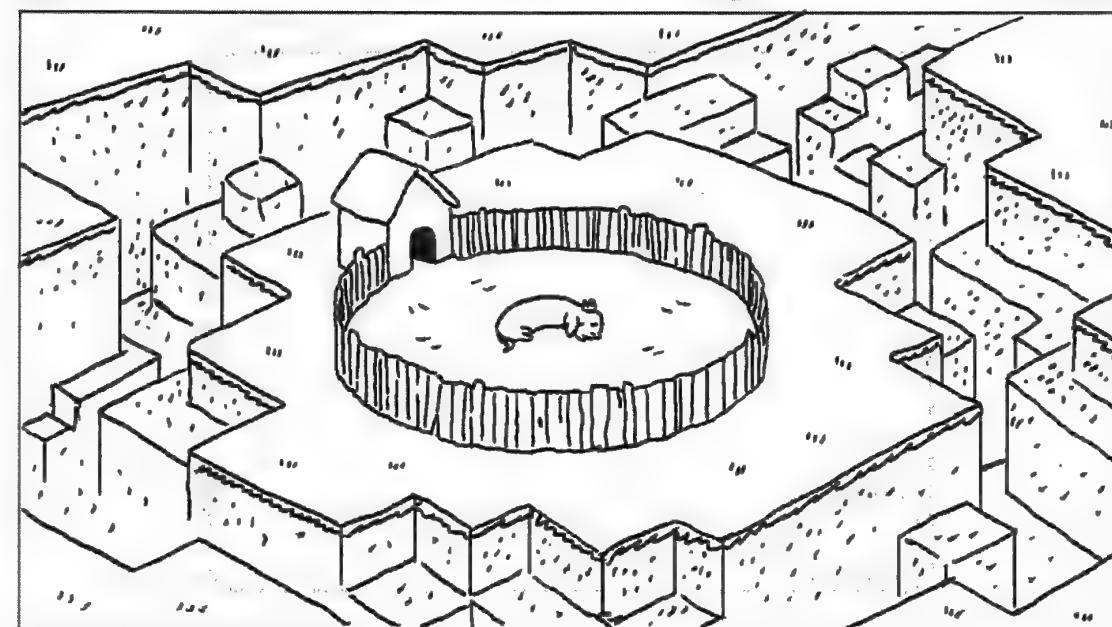


Sc. 91

Pnl. B

Bg.

day night



Dialog:

Action: ECHUNKS OUT OF EVERYTHING =
CANDY KINGDOM PRE-DAWN,
OVERCAST

HOT DOG KINGDOM, PRE-DAWN.
(A LITTLE LIGHTER)

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME

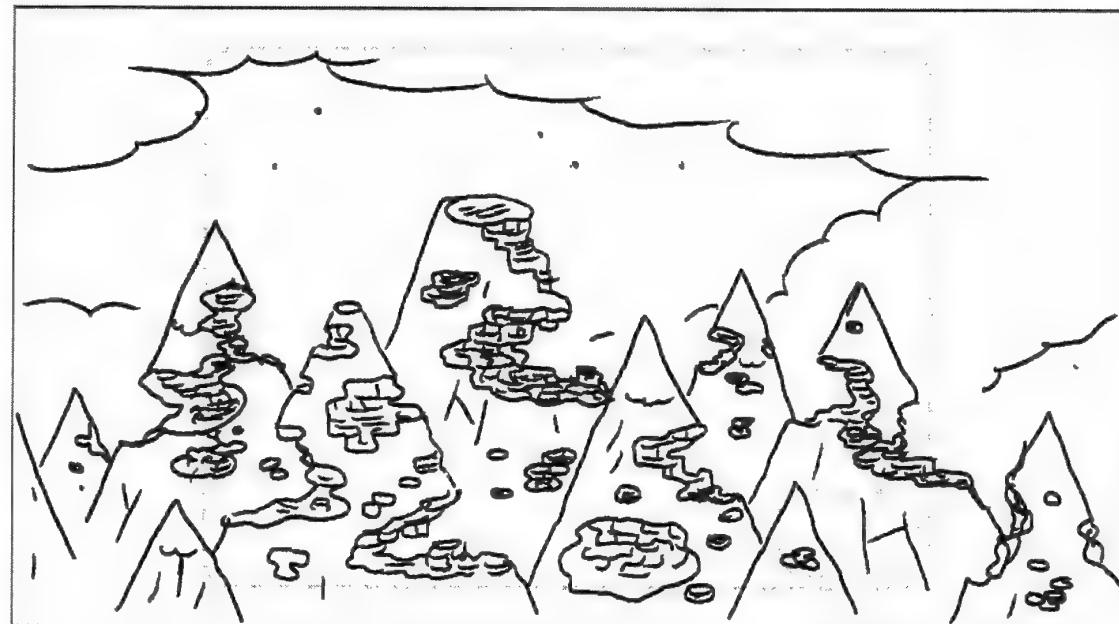


Sc. 92

Pnl. A

Bg.

day night



Sc. 92

Pnl. B

Bg.

day night



Dialog:

Action:

ICE KINGDOM PRE-DAWN
(A LITTLE LIGHTER)

DAWN!

Timing:

EPISODE #

Production :

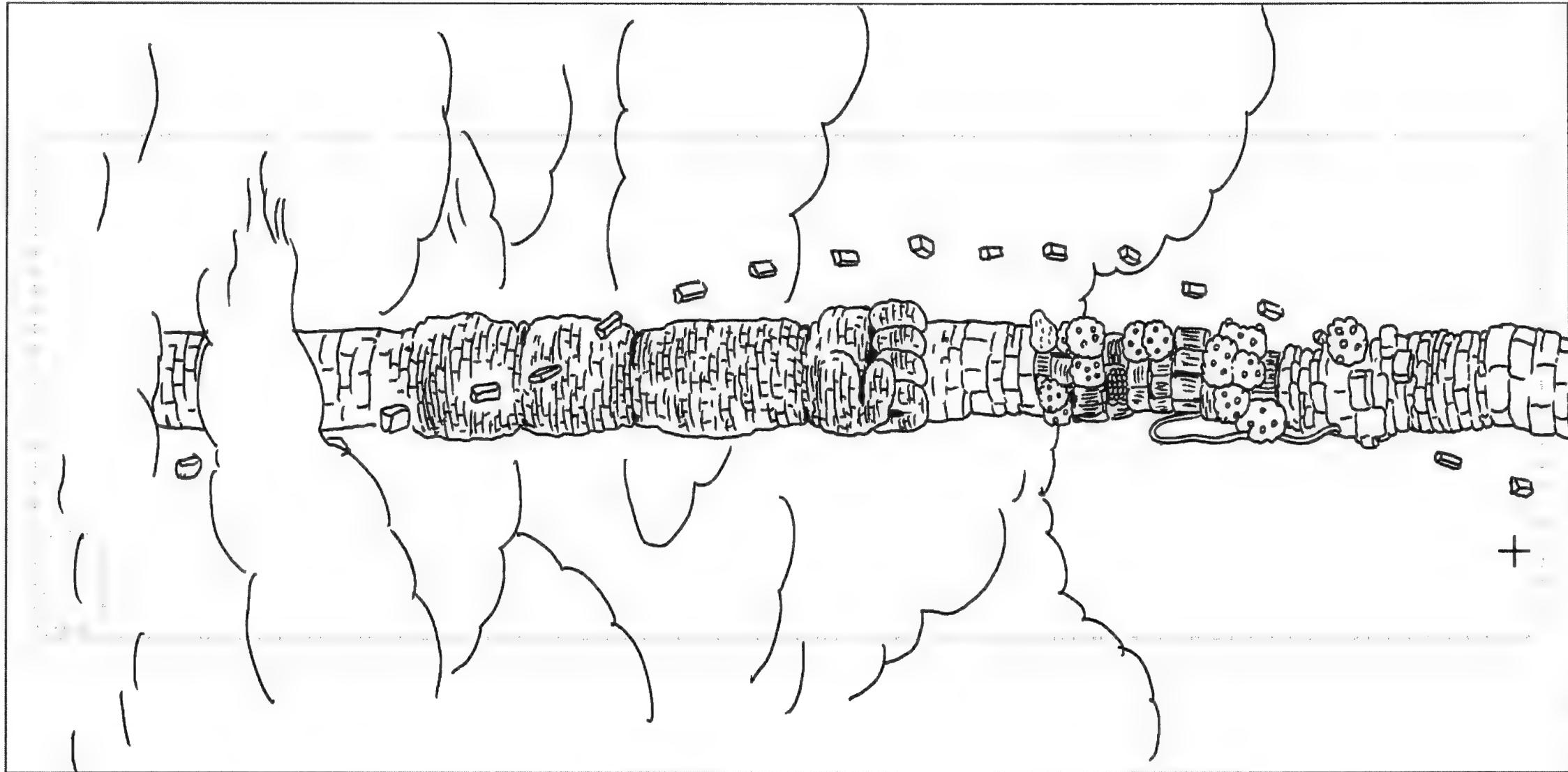
1025-168

Page 143

ADVENTURE TIME



Page 144



Production :

EPISODE #

act.

Pnl. A

B9.

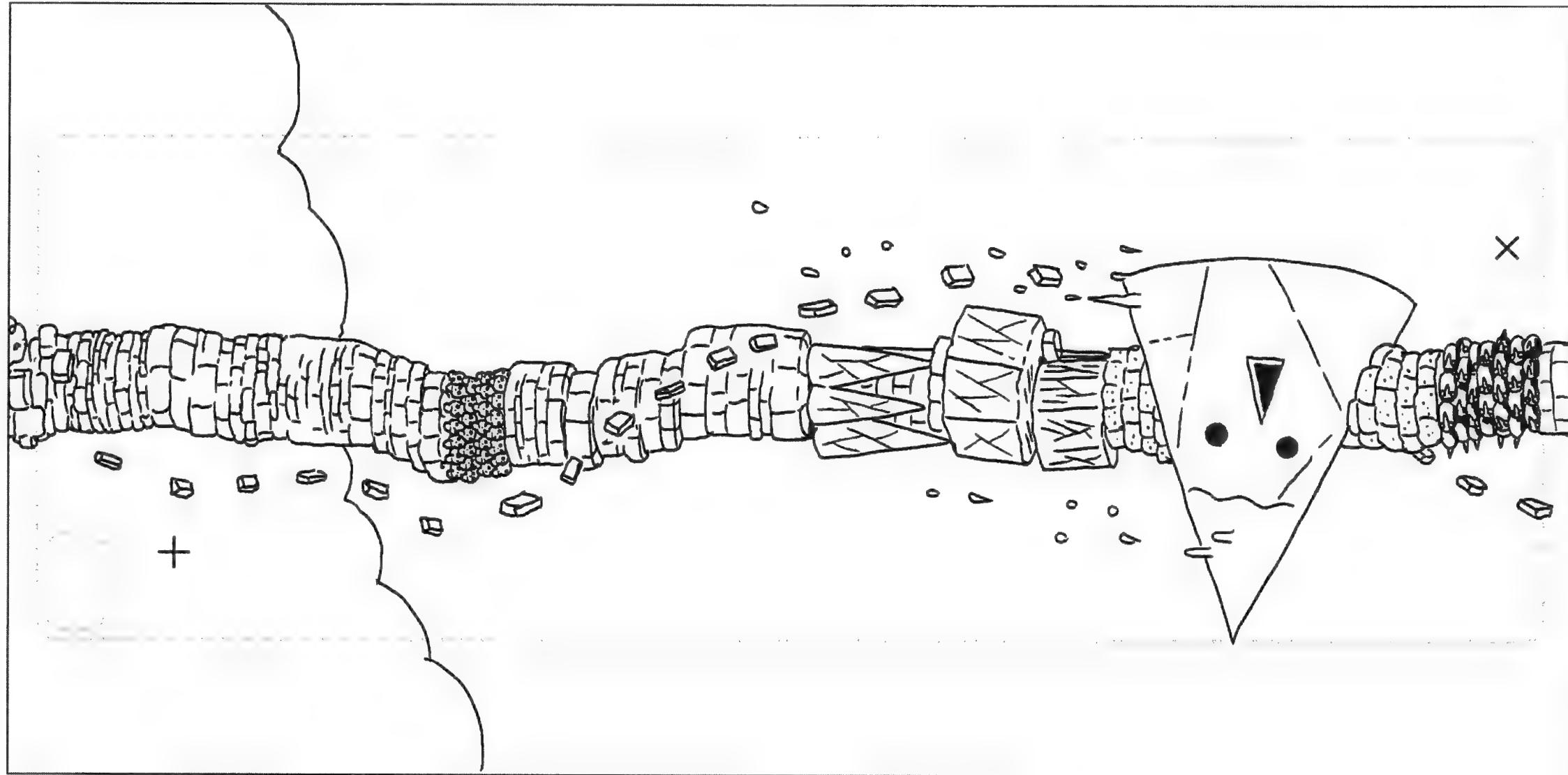
day night

1025-168

ADVENTURE TIME



Page 145



SC. 69

Pml. 3

B9.

day night

EPISODE #

1025-168

Production :

ADVENTURE TIME



Page 146

Sc. 93

Pnl. c

Bg.

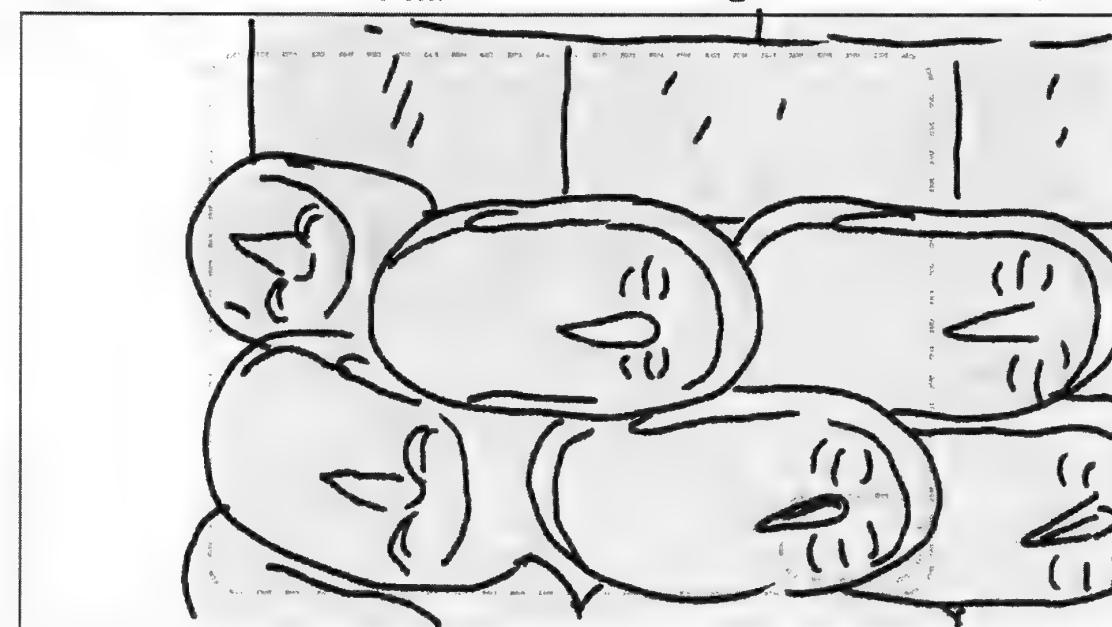
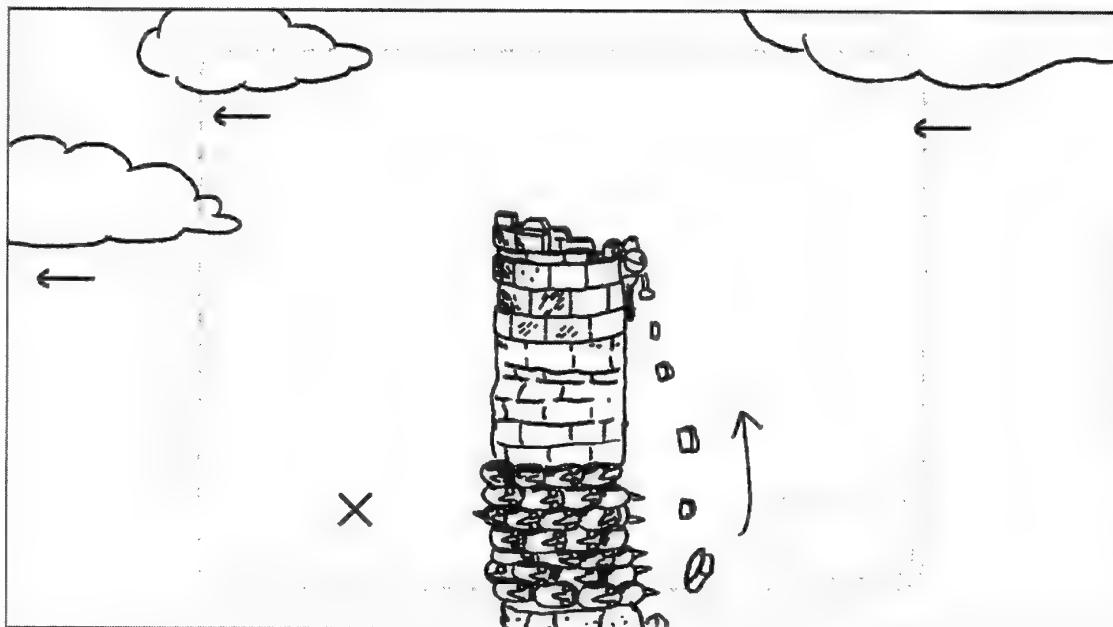
day night

Sc. 94

Pnl. A

Bg.

day night

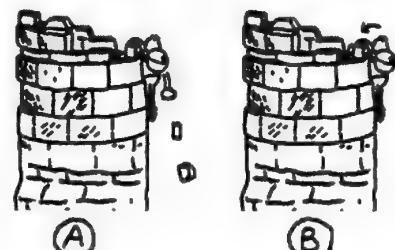


Dialog:

(SFX) WIND
E/I (HASN'T SLEPT)

BABY'S BUILDING A TOWER INTO SPACE , TO TEAR OFF HIS DAD'S ARM.

Action:



CLOUDS MOVING. MAYBE
THE CLOUDS EARLIER IN THE
PAN DON'T NEED TO MOVE
WITH THE CAMERA MOVING. MAYBE
IT WOULDN'T BE NOTICABLE.

Timing:

B LAYS A COUPLE
BRICKS, A B A B

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 147

Sc. 9a

Pnl.

B

Bg.

day night

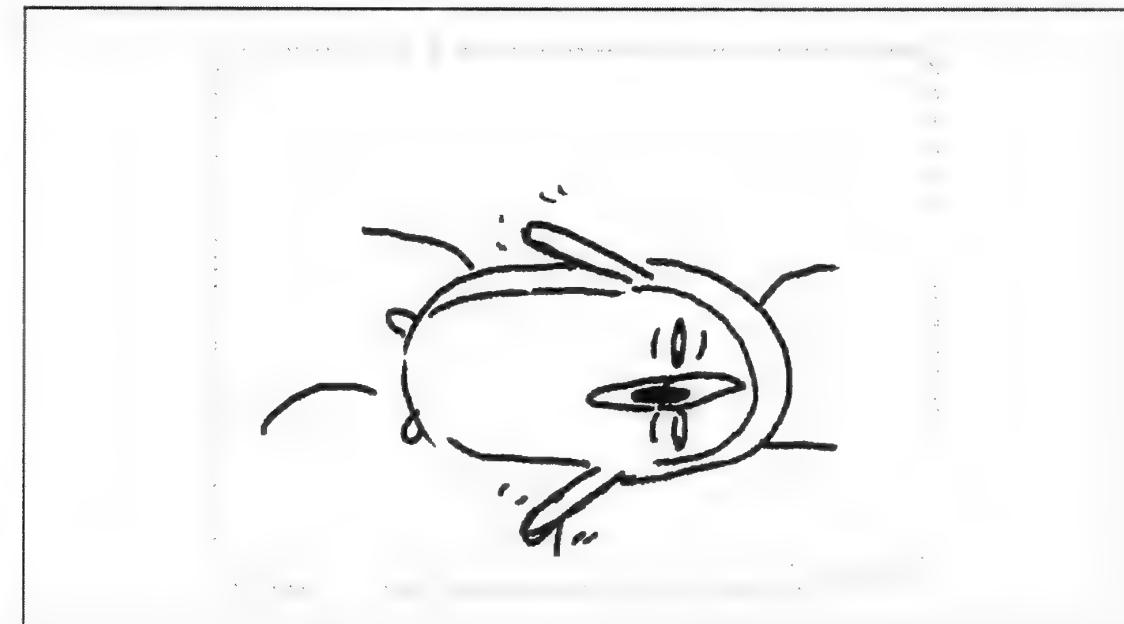
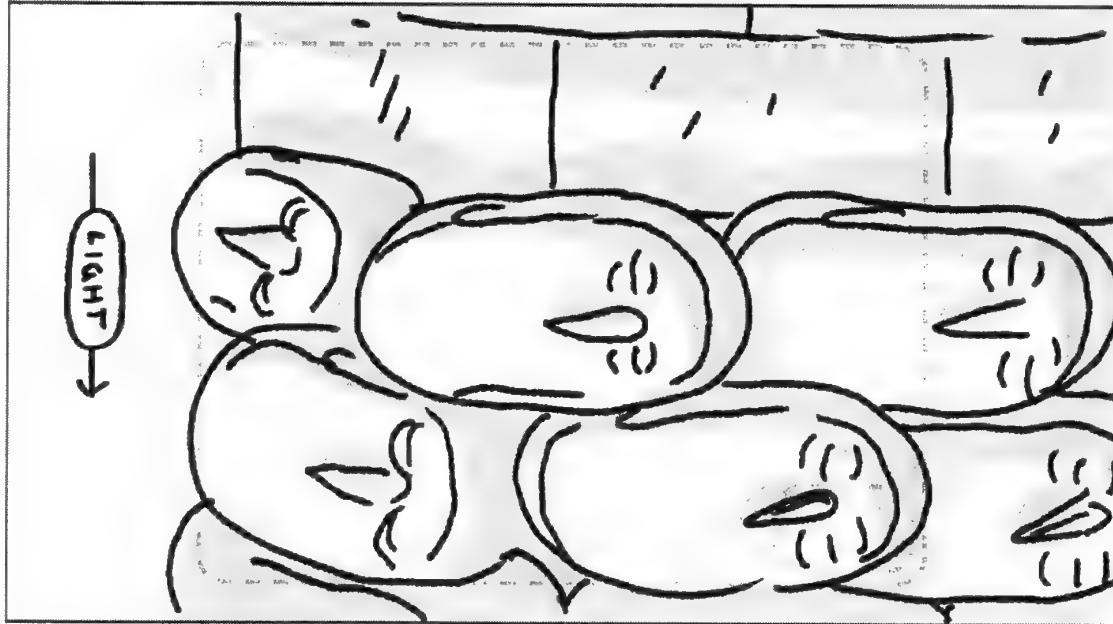
Sc. 9a

Pnl.

C

Bg.

day night



Dialog:

- FROM LIKE WHERE THAT ROUND OF THE ARM BONE MEETS

Action:

= SUNRISE =

Timing:

- BIG STRETCH,
- YAWN

ADVENTURE TIME



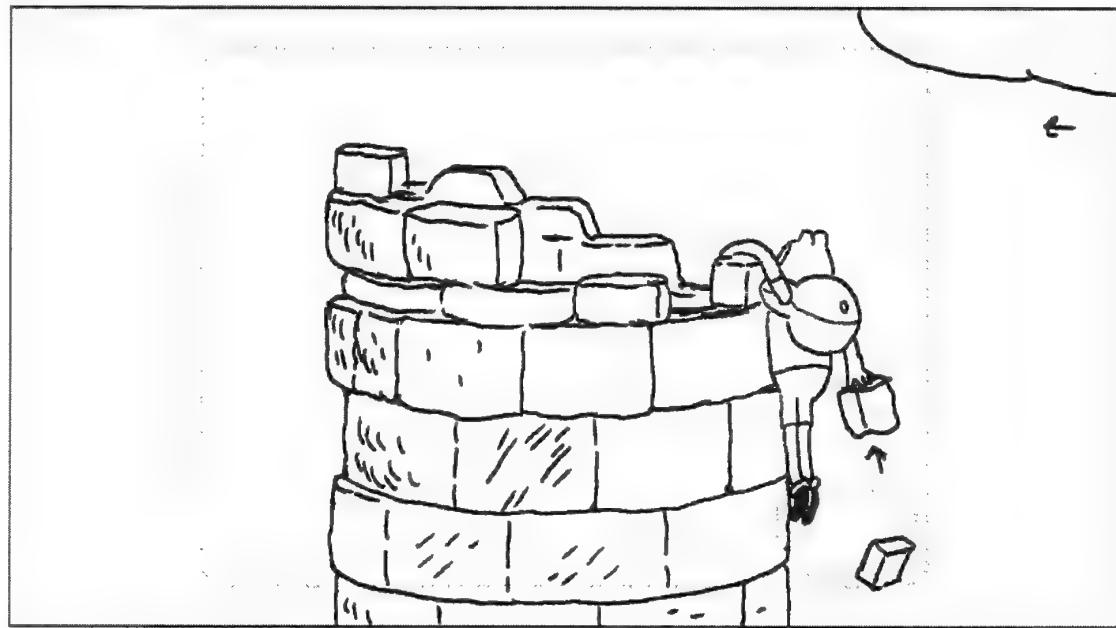
Page 148

Sc. 95

Pnl. A

Bg.

day night

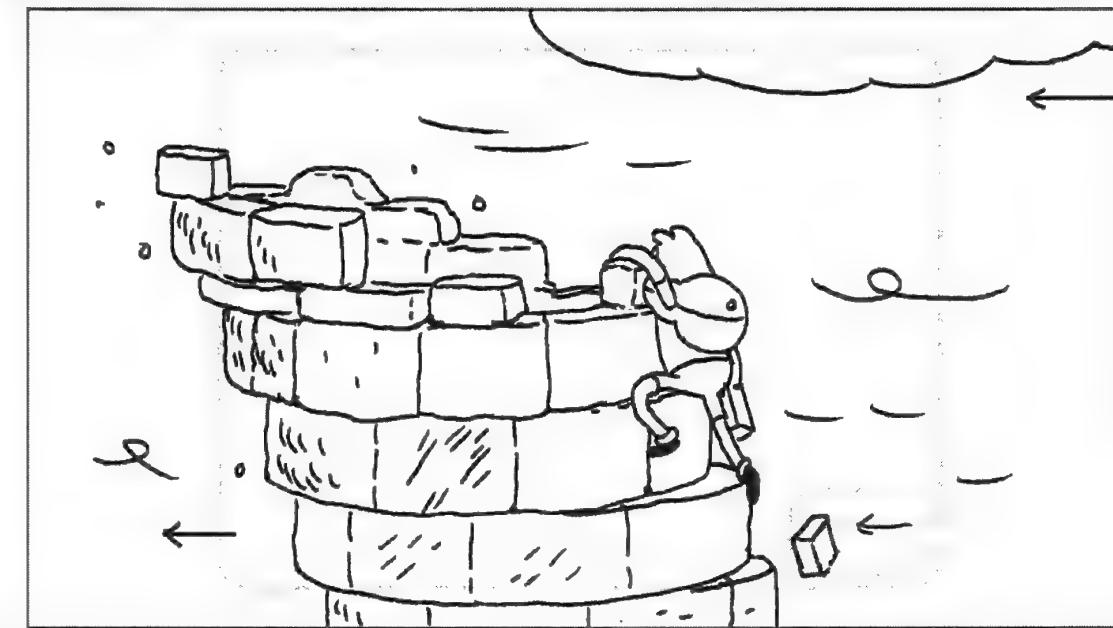


Sc. 95

Pnl. B

Bg.

day night



Dialog:

(SFX)

WIND BLOWING.

(SFX)

GUST!
ROCK GRINDING

Action:

BUILDING, WIND BLOWING.
CLOUDS MOVING

- WIND SHIFTS TOWER.
- FINN HAS USED NO GLUE, JUST A BIG JENGA.

Timing: - FINN CATCHES BRICK

- CLOUD SPEEDS UP WITH THE GUST.

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 149

Sc. 9S

Pnl. C

Bg.

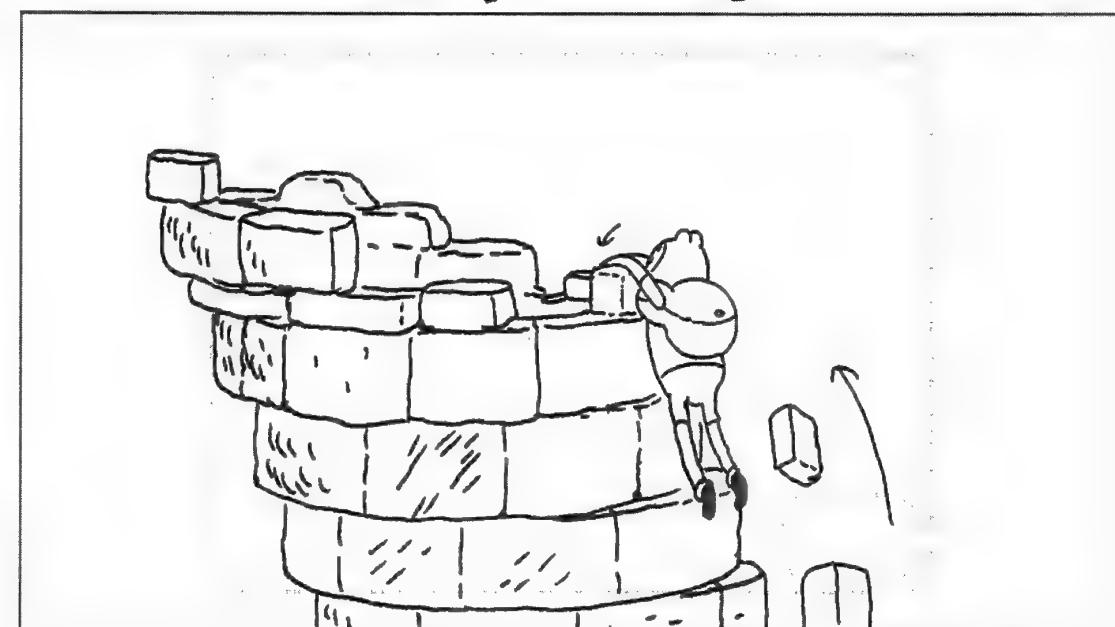
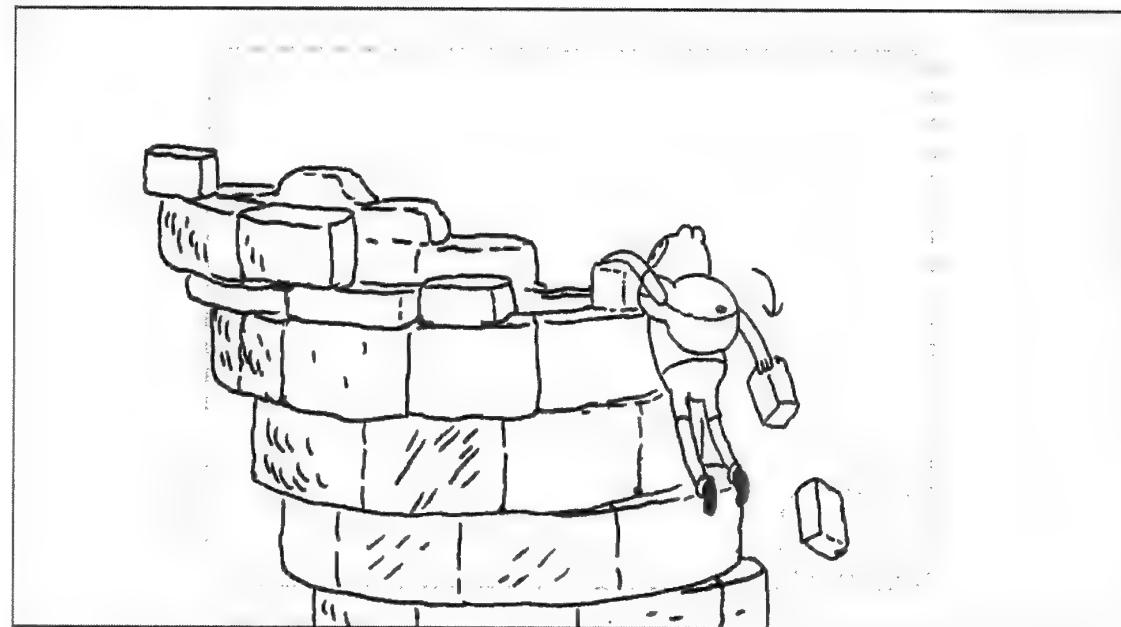
day night

Sc. 9S

Pnl. D

Bg.

day night



Dialog:

- THAT WEIRD FLAT BONE AT THE TOP OF THE BACK,

Action:

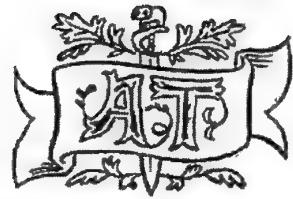
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 190

Sc. 95

Pnl. E

Bg.

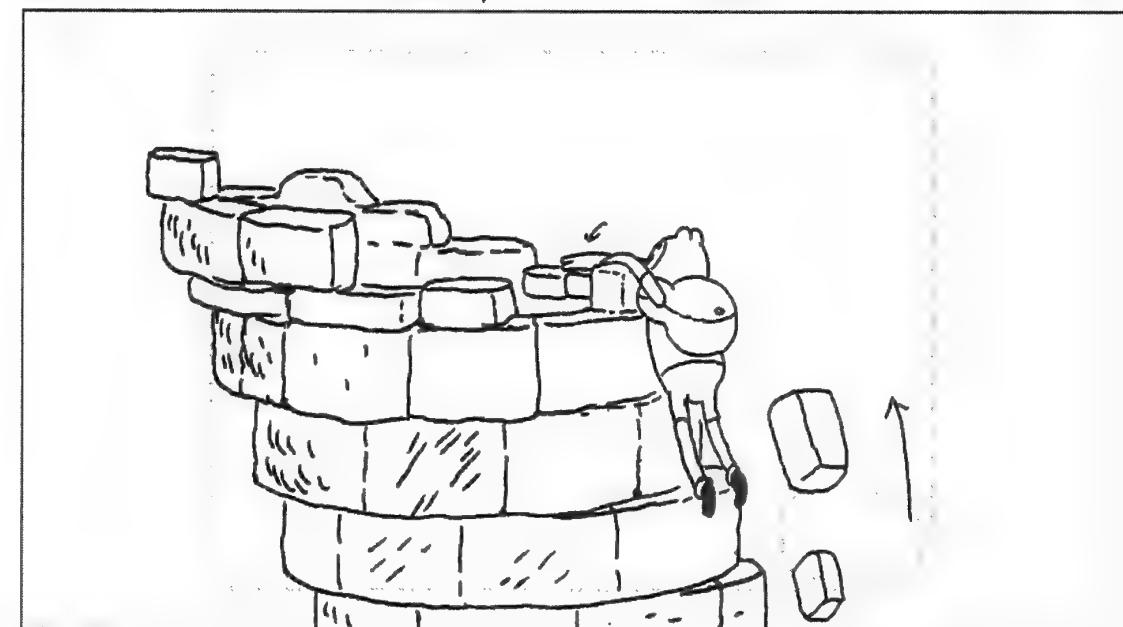
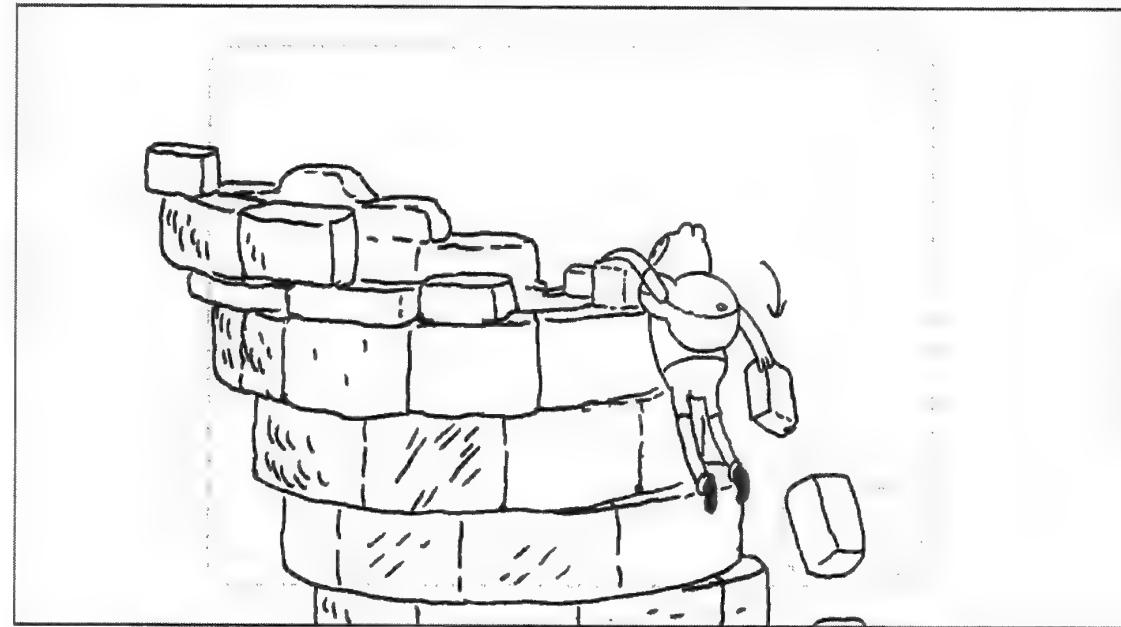
day night

Sc. 95

Pnl. F

Bg.

day night



Dialog:

Action:

SECOND BRICK POSES.

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night

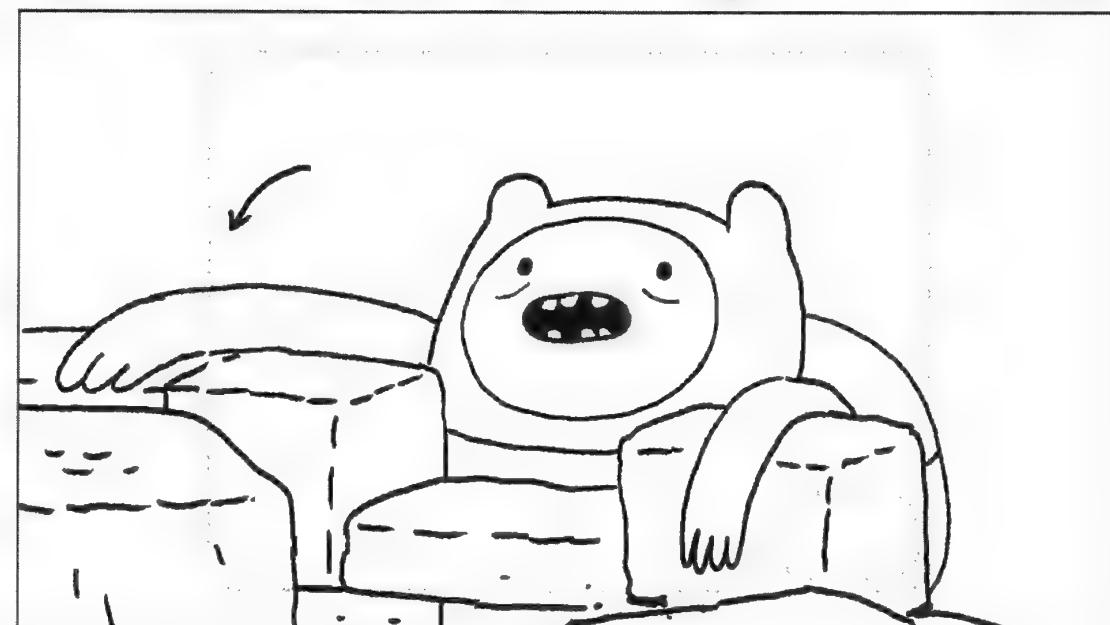
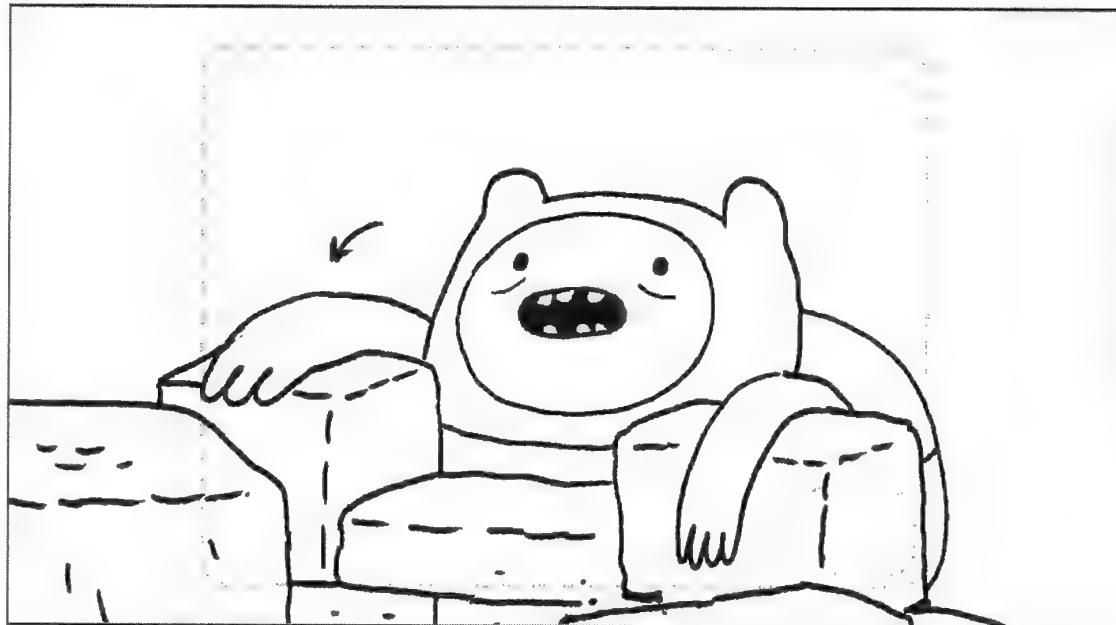
Sc. 96

Pnl. B

Bg.

day night

Page 151



Dialog:

SFX/ WIND

F GONNA PULL ~~that~~ THAT UNTIL IT COMES OFF.

Action:

FINN'S "EARS" FLAPPING IN THE WIND.

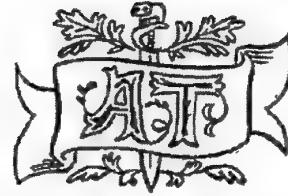
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 152

Sc. 96

Pnl. C

Bg.

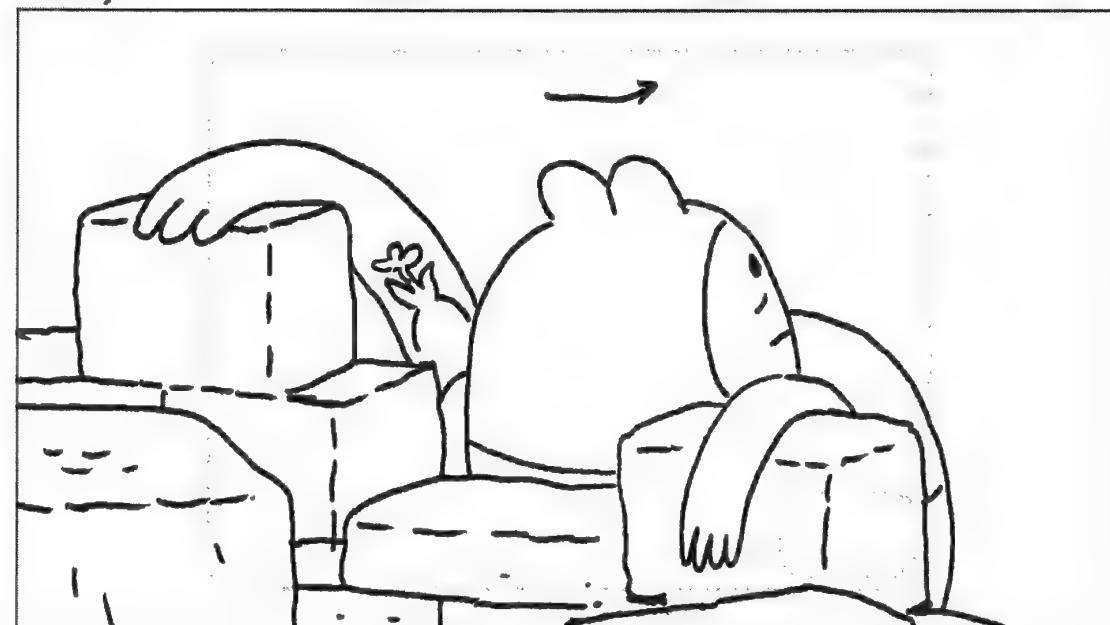
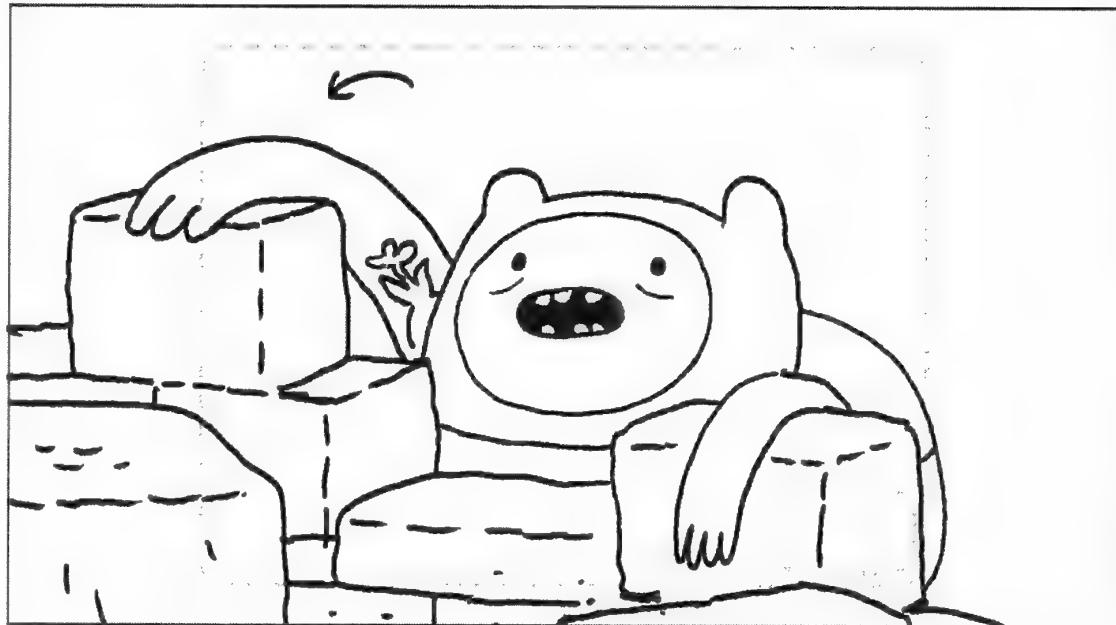
day night

Sc. 96

Pnl. D

Bg.

day night



Dialog:

(F) BABY'S BUILDING A TOWER OF REVENGE* (CUT OFF)

(OS.) (CARROLL) / HEY KID!

Action:

STARTS A NEW VERSE

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 153

Sc. 97

Pnl. A

Bg.

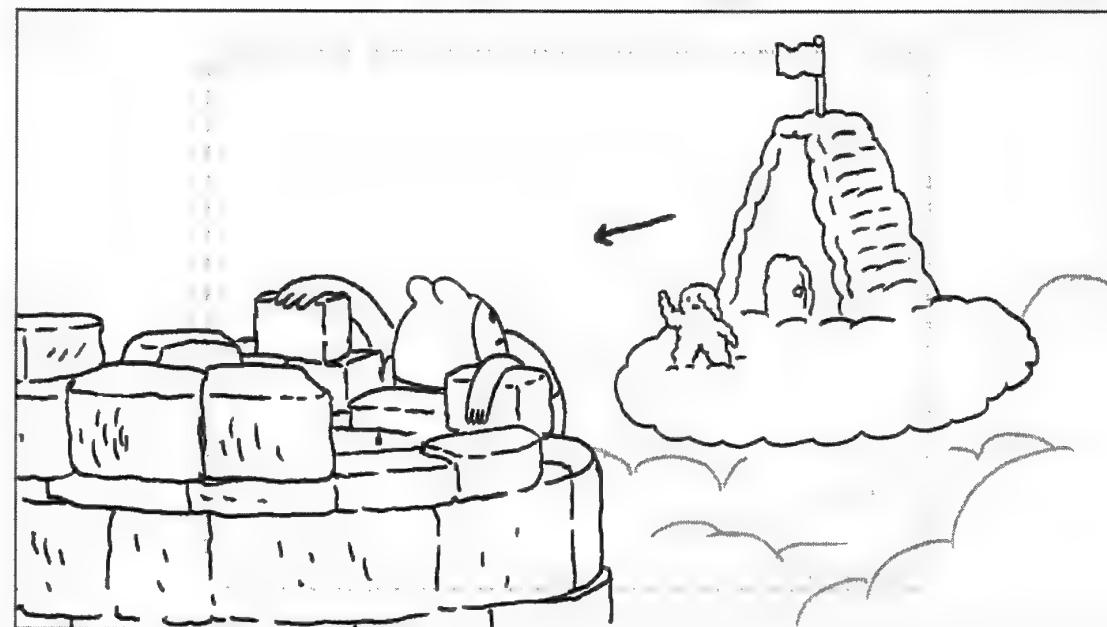
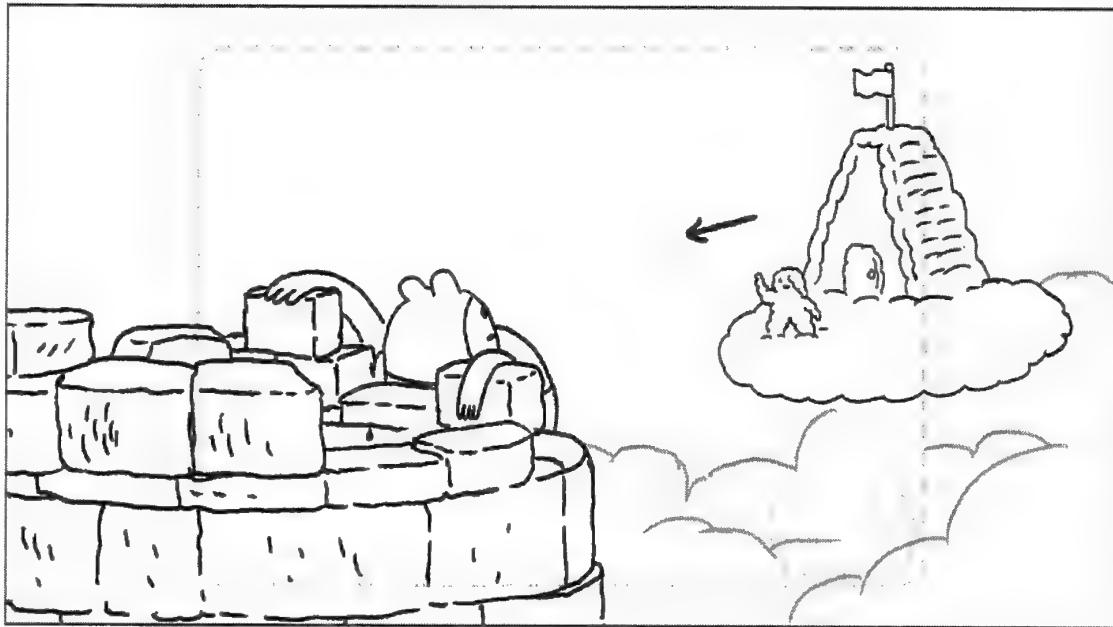
day night

Sc. 97

Pnl. B

Bg.

day night



Dialog:

(CARROLL) / IT'S ME AGAIN. CARROLL.

(CARROLL) / MY NAME'S CARROLL

Action:

Timing:

ADVENTURE TIME



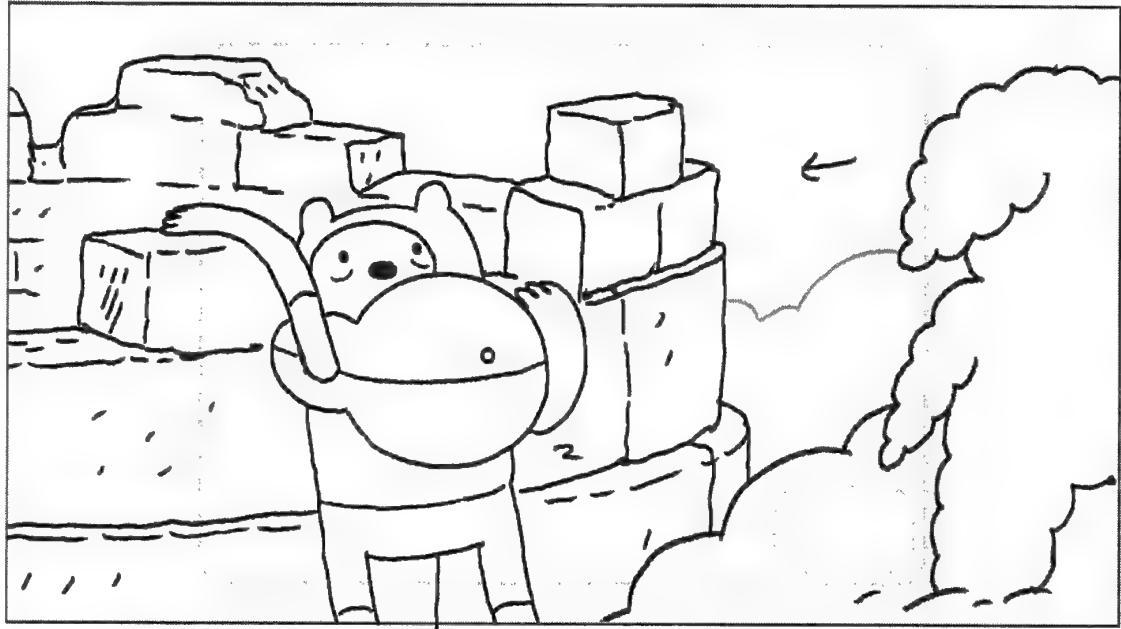
Page 154

Sc. 98

Pnl. A

Bg.

day night

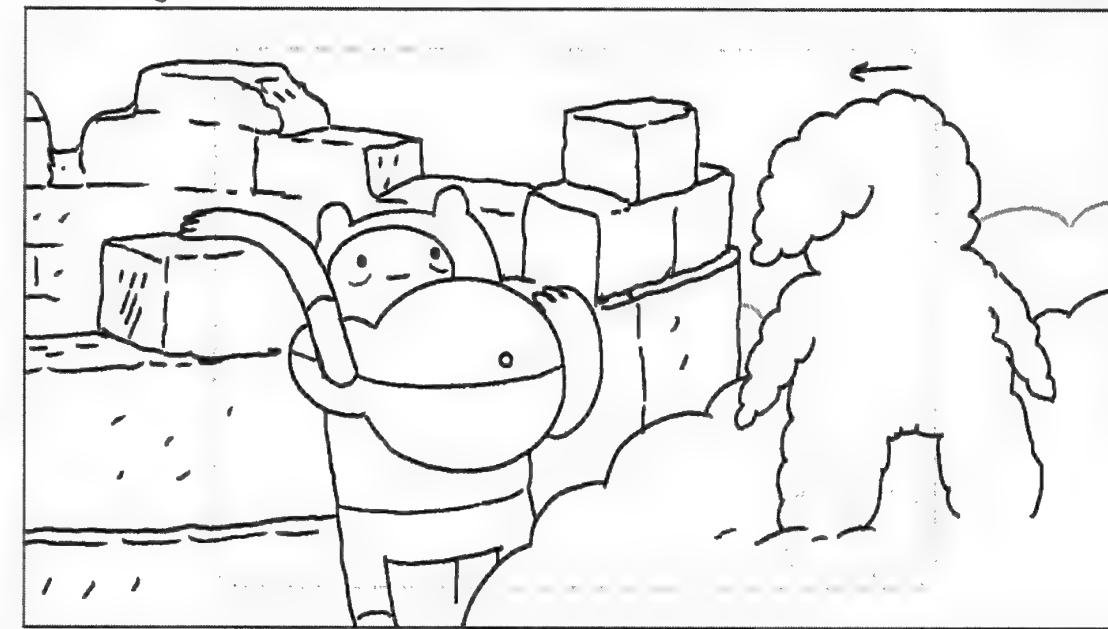


Sc. 98

Pnl. B

Bg.

day night



Dialog:

FINN.

Action:



- WIND SETTLES DOWN
- CLOUD EASES IN.

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

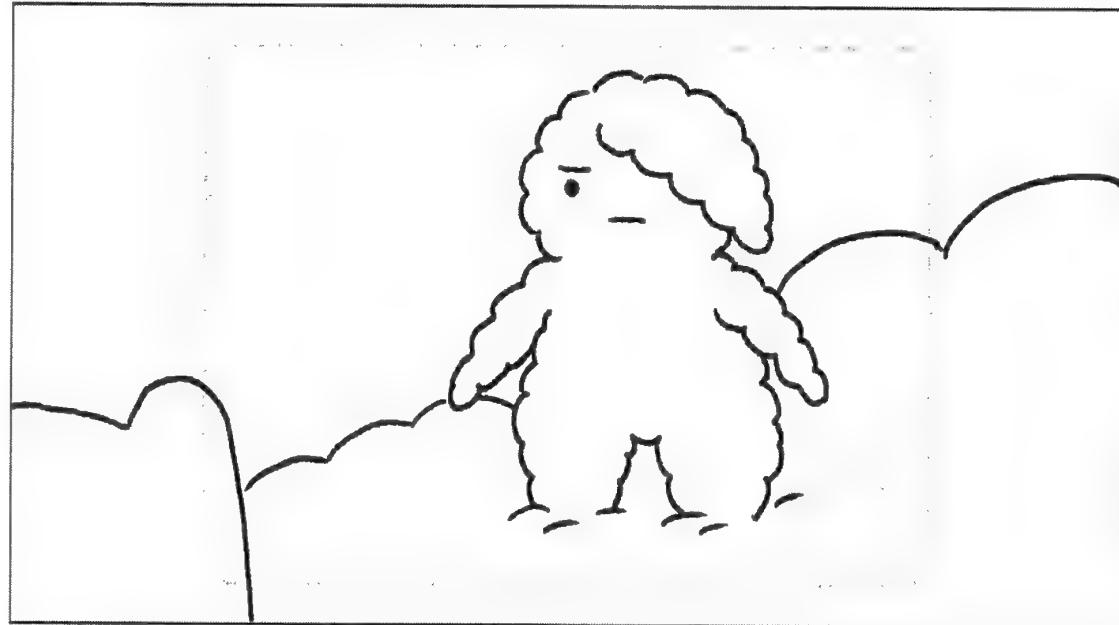


day night

Sc. 99

Pnl. A

Bg.

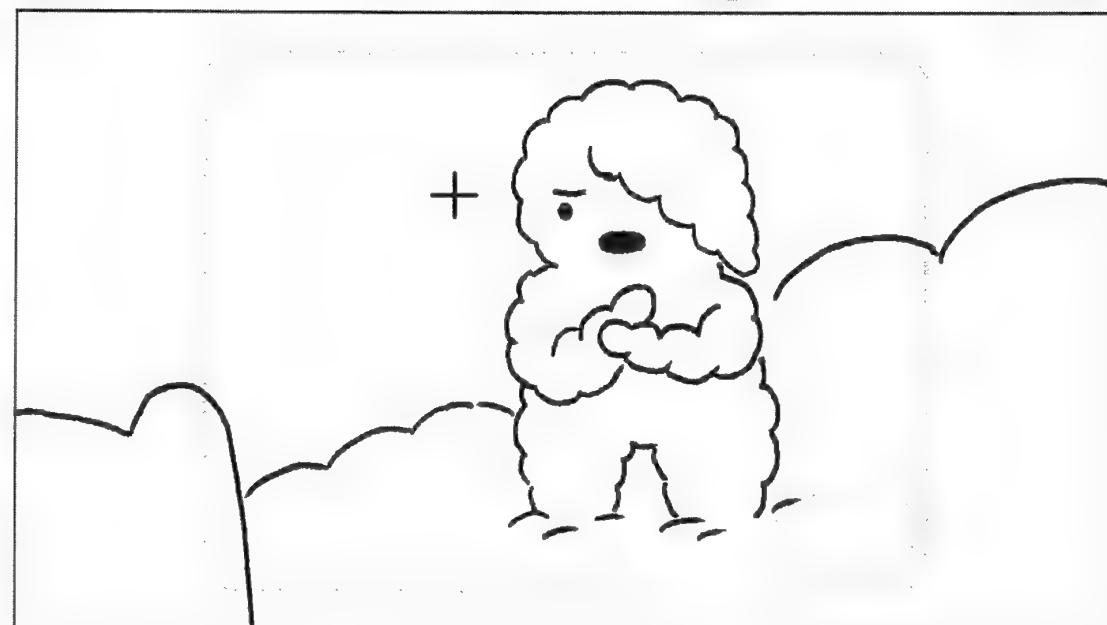


Sc. 99

Pnl. B

Bg.

day night



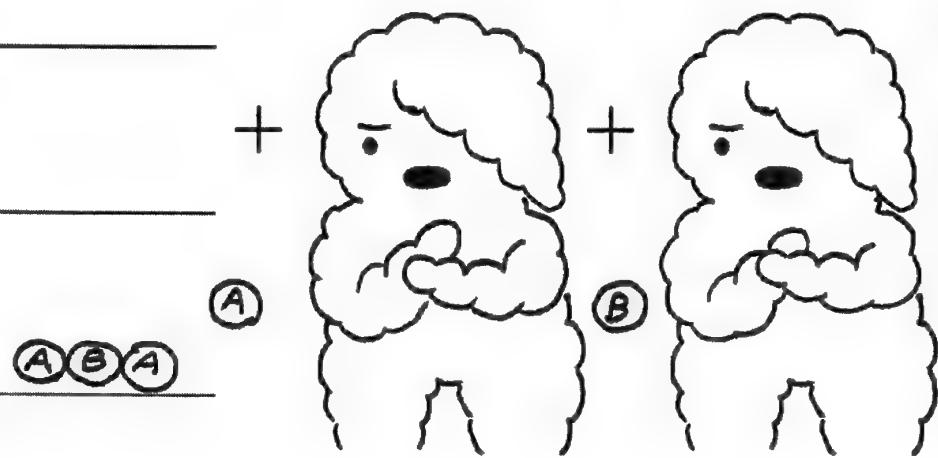
Dialog:

(C) / FINN, LOOK

Action:

STARTING
POS.

Timing:



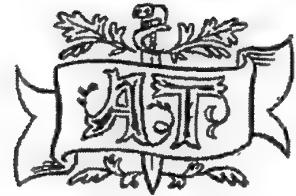
Production :

EPISODE #

1025-168

Page 195

ADVENTURE TIME



Page 156

Sc. 99

Pnl. C

Bg.

day night

Sc. 99

Pnl. D

Bg.

day night



Dialog:

C/ I'M SORRY ABOUT BLASTING YOU YESTERDAY,

Action:

KICKS

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 157

Sc. 99

Pnl. E

Bg.

day night

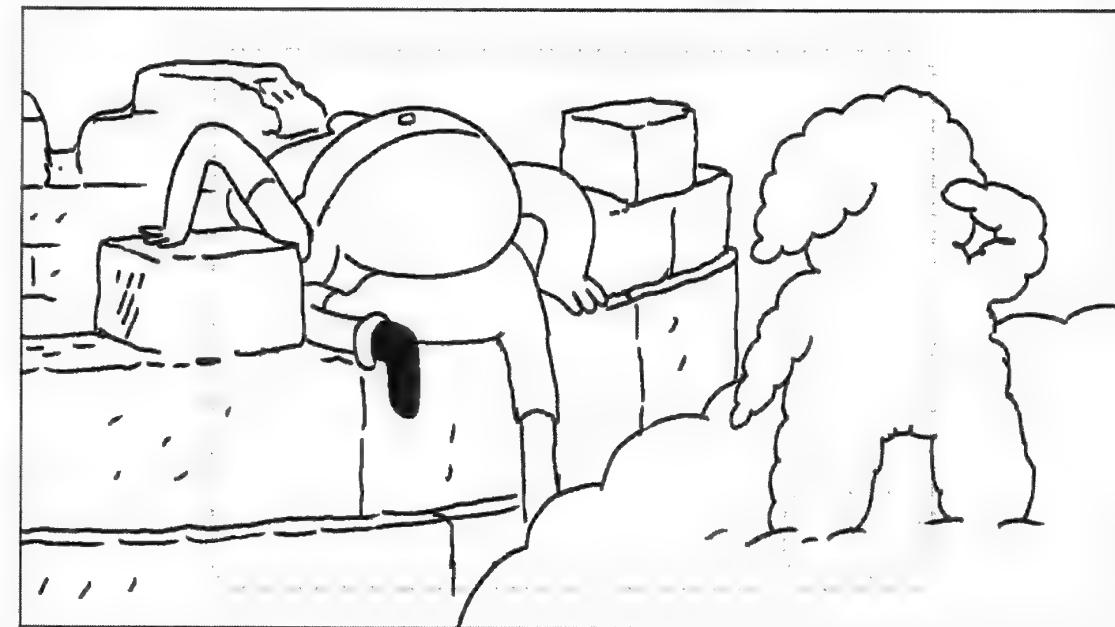


Sc. 100

Pnl. A

Bg.

day night



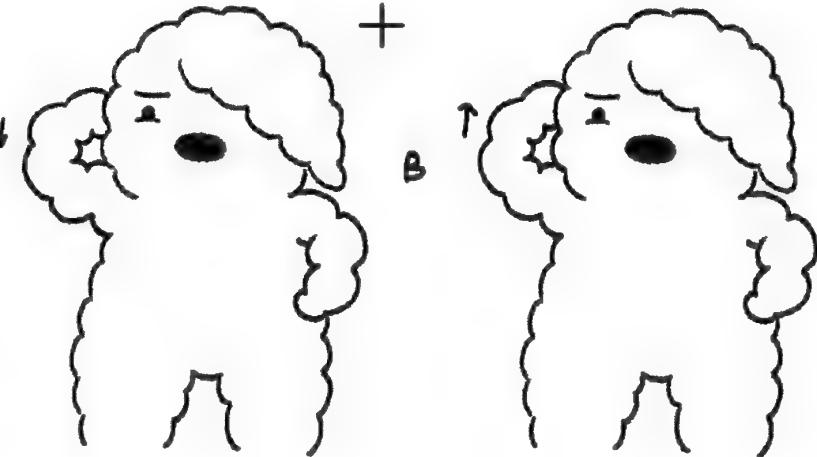
Dialog:

C1 . . . HEY MAN ARE YOU REALLY
GOING TO DO THOSE THINGS?

F1 : uh :

+
Action:

A



Timing:

ABABA

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 158

Sc. 100

Pnl. A B

Bg.

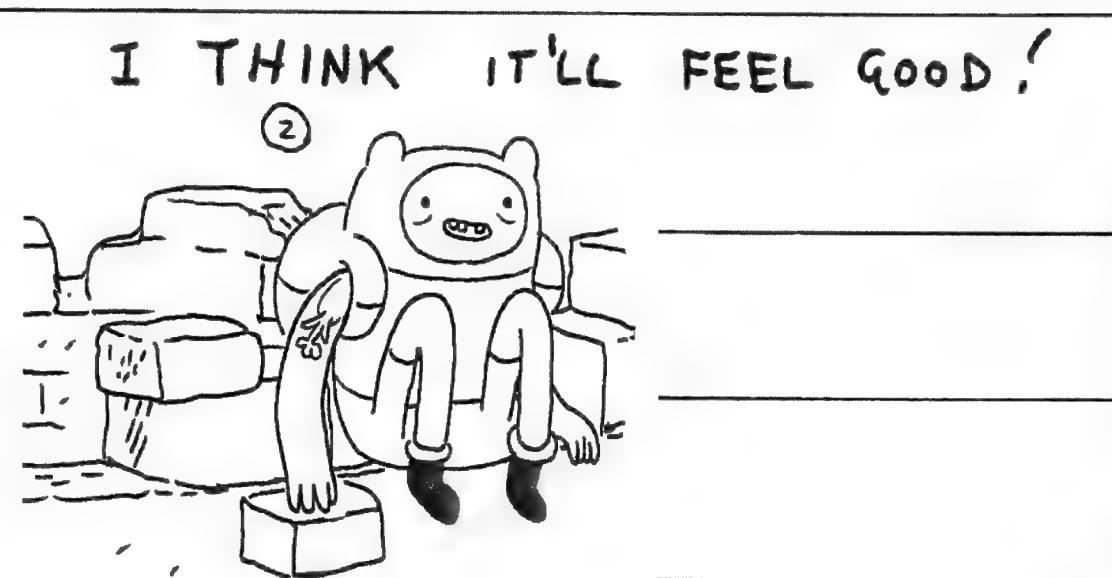
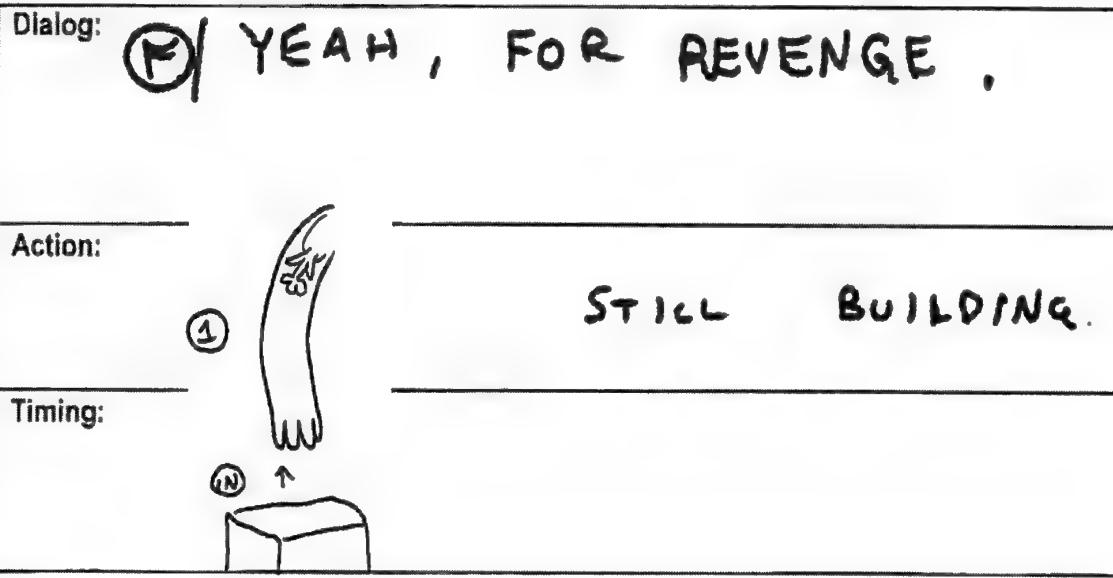
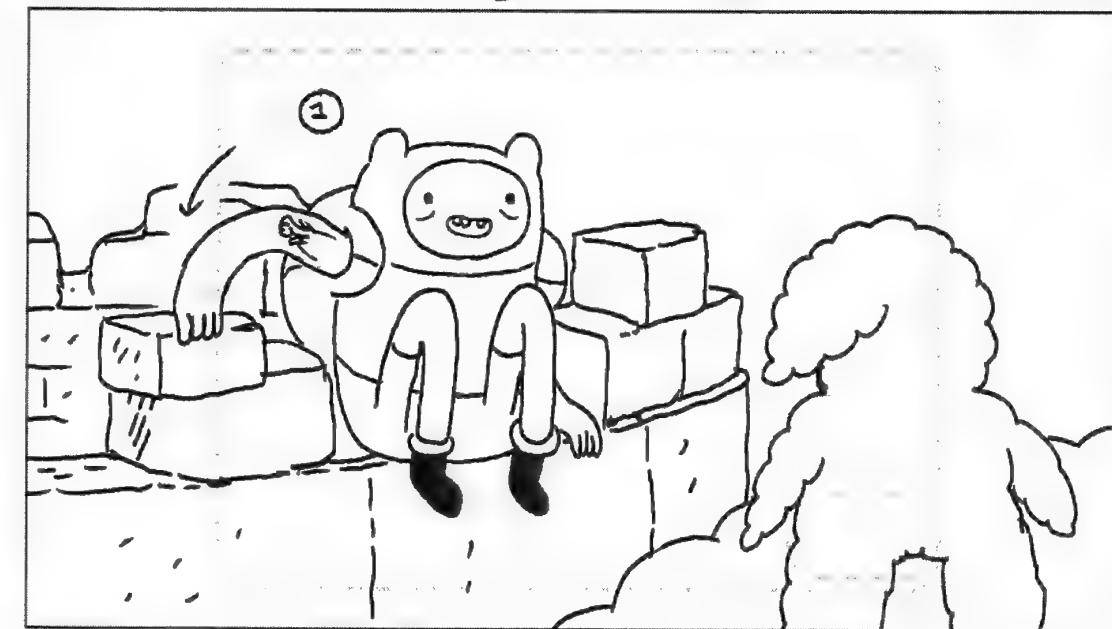
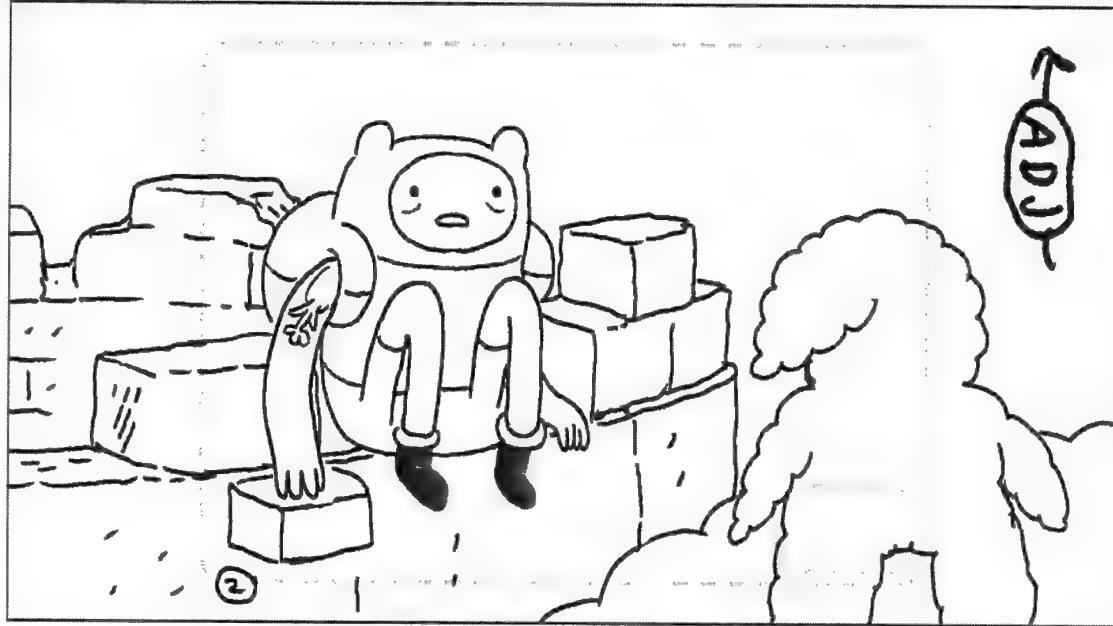
day night

Sc. 100

Pnl. C

Bg.

day night



EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 159

Sc. 101

Pnl. A

Bg.

day night

Sc. 101

Pnl. B

Bg.

day night



Dialog:

©/ I GET IT, I GET IT,

Action:

STARTING pos.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 160

Sc. 161

Pnl.

Bg.

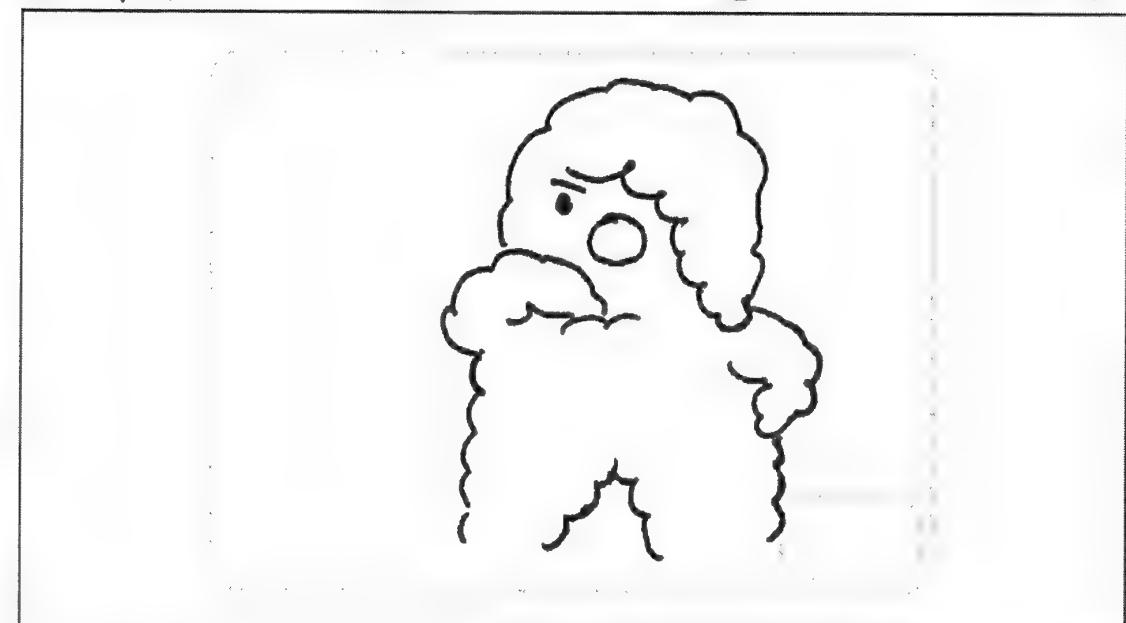
day night

Sc. 161

Pnl.

Bg.

day night



Dialog:

© BUT LET ME TELL
YOU SOMETHING,

©/ I USED TO BE WATER.

Action:

= A STRONG POINT =

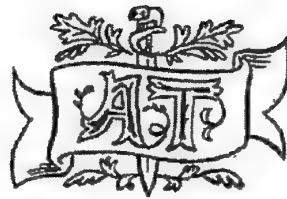
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



day night

Sc. 10²

Pnl. A

Bg.

Pnl.

Bg.

Page 161

day night



Dialog:

④ / LIKE A PONO OR SOMETHING. REAL WET.

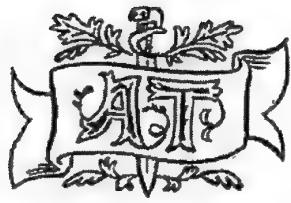
Action:

FINN BUILDING,

NODDING

Timing:

ADVENTURE TIME



Page 162

Sc. 102

Pnl. C

Bg.

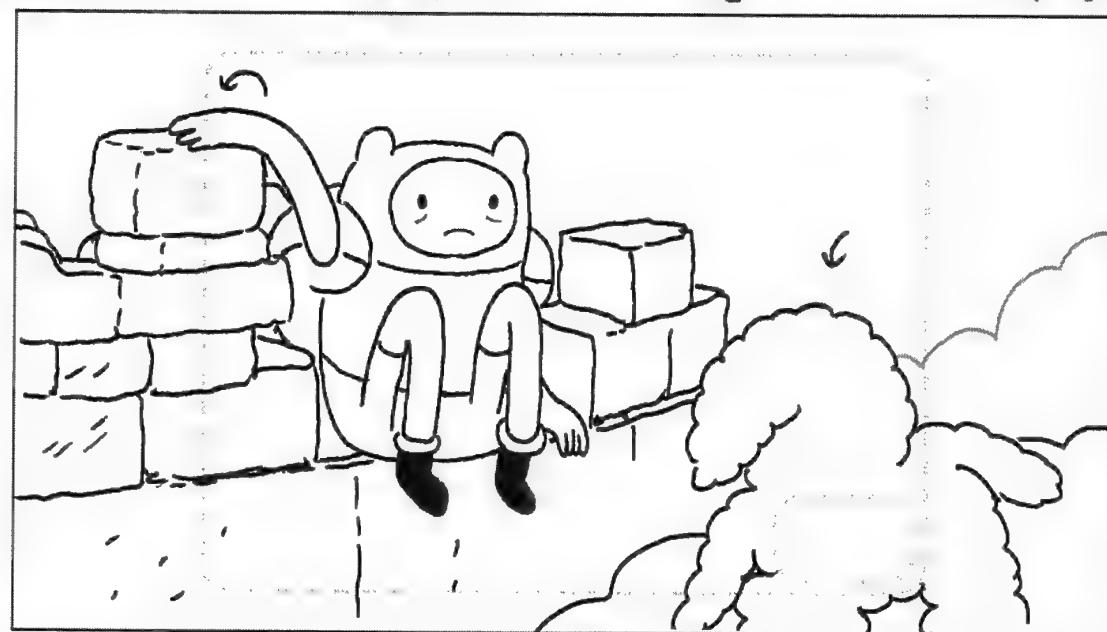
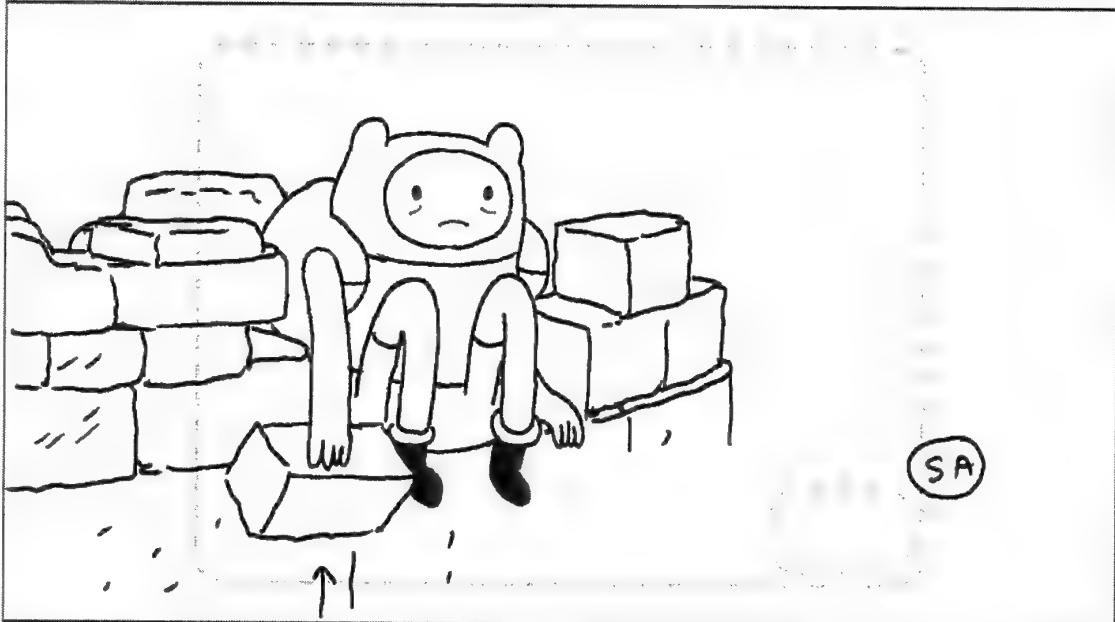
day night

Sc. 102

Pnl. D

Bg.

day night



Dialog:

Action: = EXTRA BRICK POSES IF THEY'R NEED FOR TIME. =
CARROLL STARTS TO SIT DOWN.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



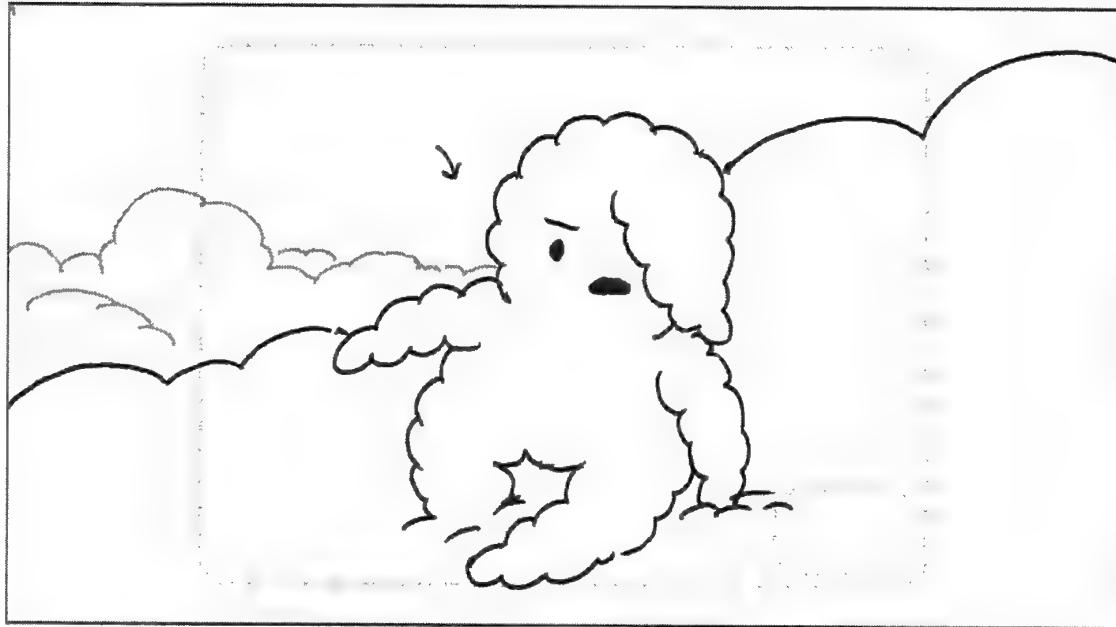
Page 163

Sc. 103

Pnl. A

Bg.

day night



Sc. 103

Pnl. B

Bg.

day night



Dialog:

C/ I USED TO HATE PEOPLE SWIMMING
IN ME, KICKING AND STUFF,
SO WHAT DID I DO? I EVAPORATED.
I GOT MYSELF OUT OF THERE.

Action:



DIAG. THRU THE
SCENE.

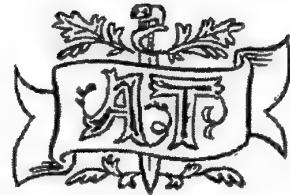
GARROLL SITS

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 164

Sc. 103

Pnl. C

Bg.

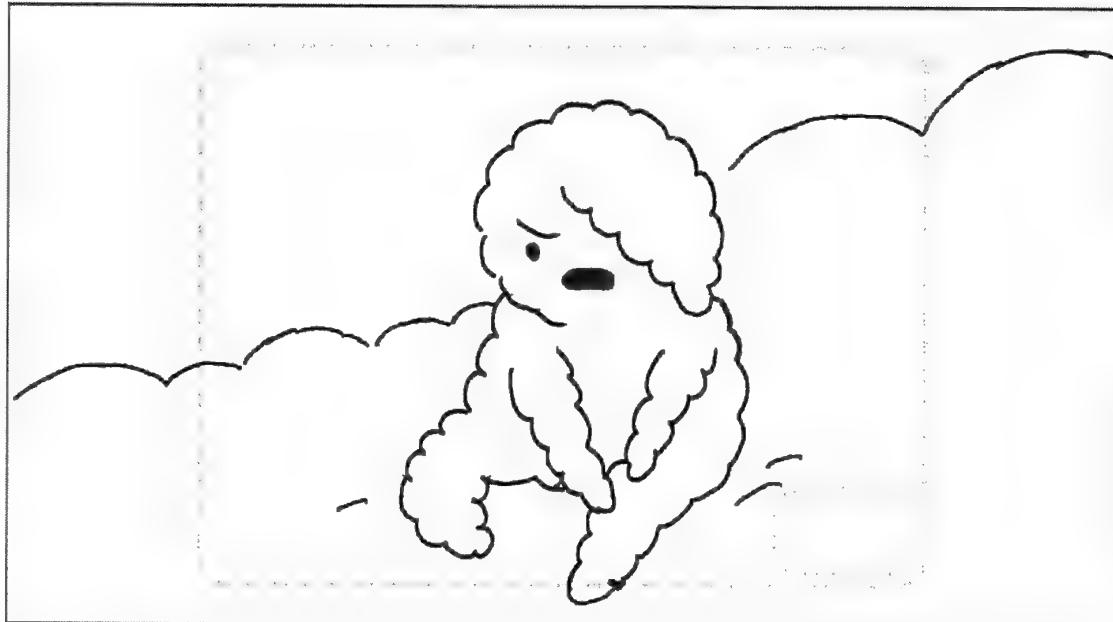
day night

Sc. 103

Pnl. D

Bg.

day night



Dialog:

Action:

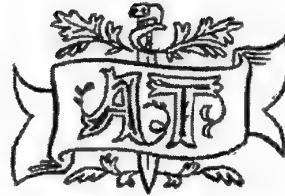
THIS WHOLE TIME CARROLL IS TRYING
TO GET INTO THE LOTUS POSITION.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Page 165

Sc. 10³

Pnl. E

Bg.

day night

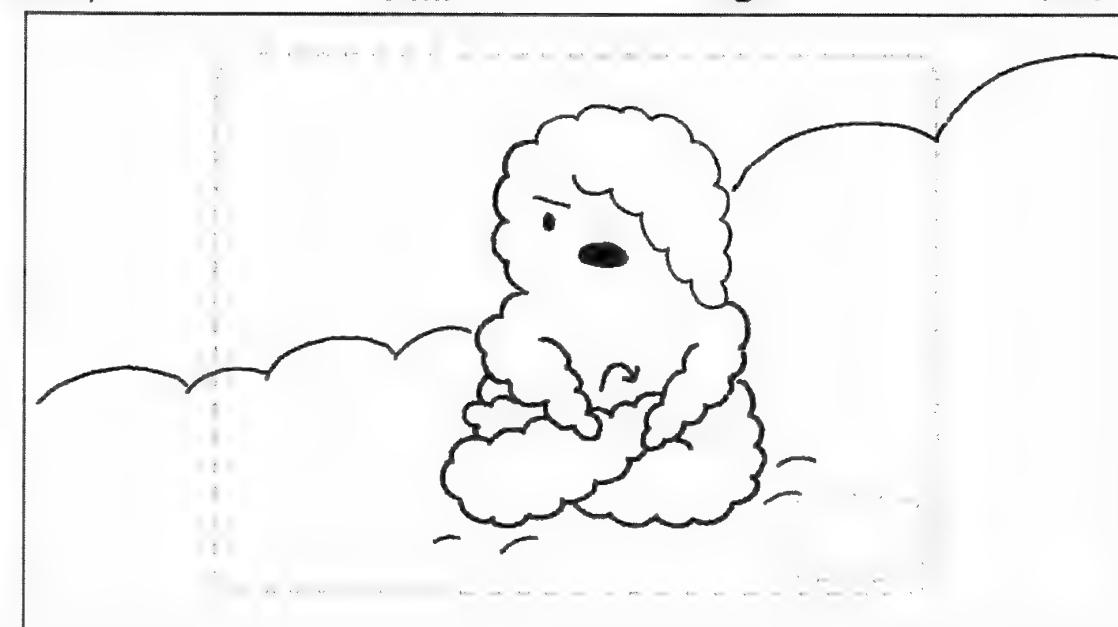


Sc. 10³

Pnl. F

Bg.

day night



Dialog:

Action:

REALLY PUTS THAT LEG THERE

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



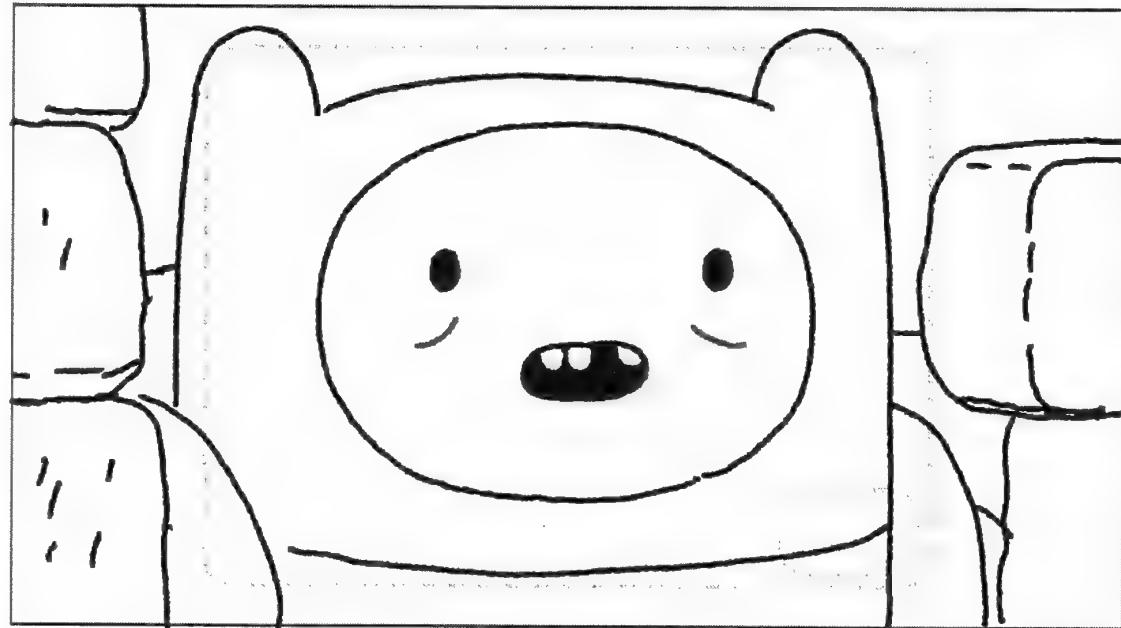
Page 166

Sc. 104

Pnl. A

Bg.

day night

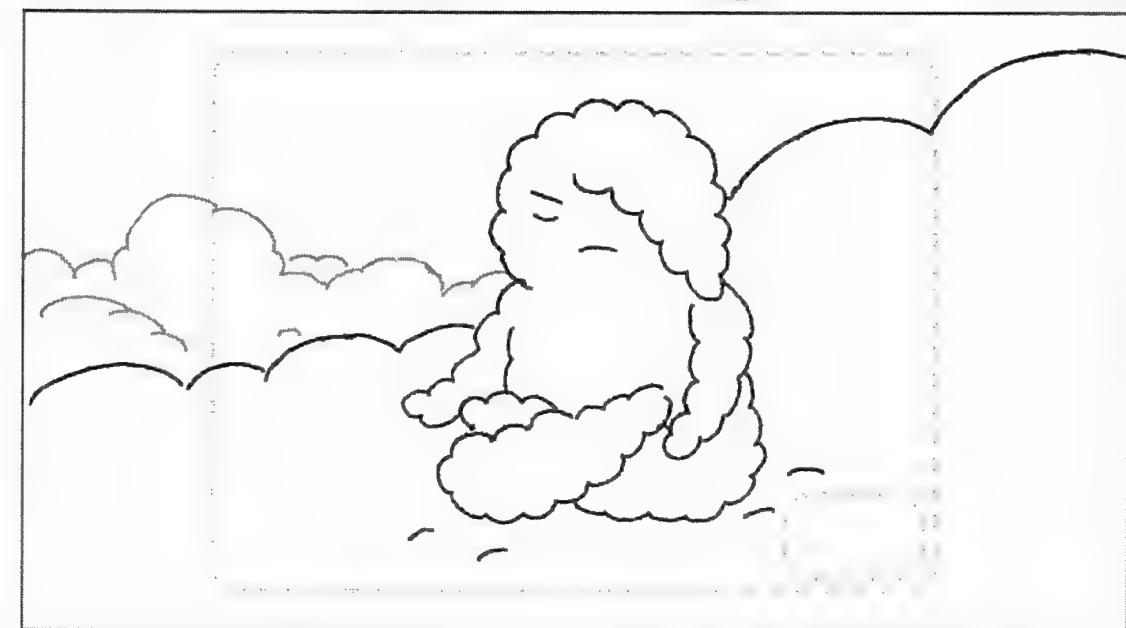


Sc. 105

Pnl. A

Bg.

day night



Dialog:

(F) / YOU SHOULD HAVE
PULLED OFF THEIR LEGS!

Action:

↑
REAL MATTER OF
FACT,

STARTING POS.

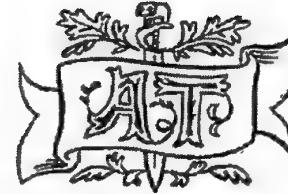
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 167

Sc. 105

Pnl. B

Bg.

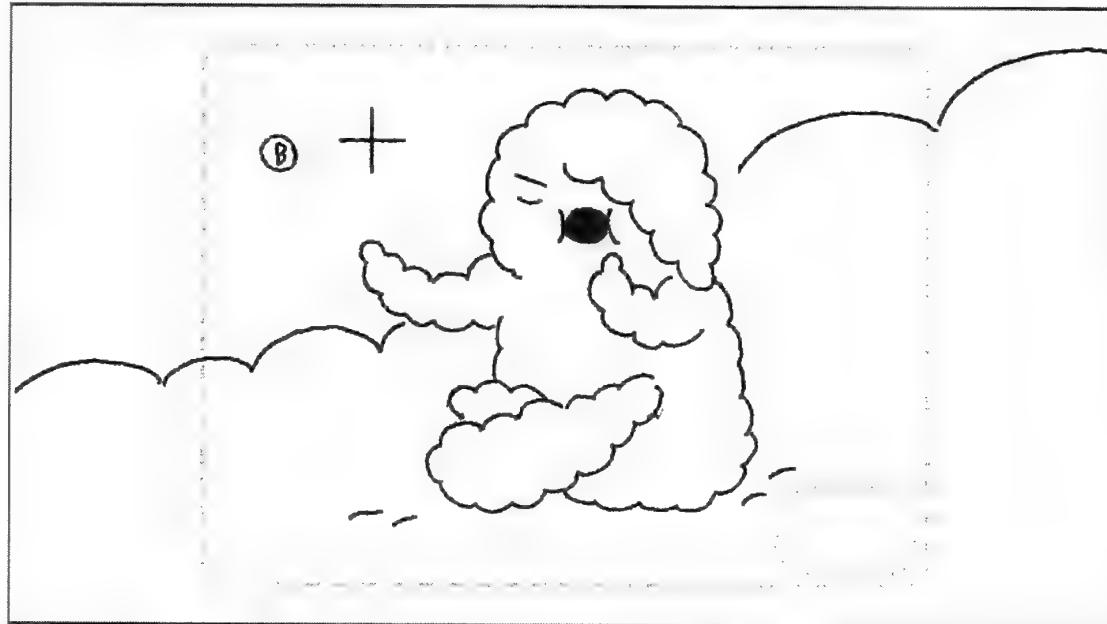
day night

Sc. 105

Pnl. C

Bg.

day night



Dialog:

(C) NEH-NEH-NEH-NEH.
NEH, LISTEN.

Action:

(B)

Timing:

(A)

(B)

(C) YOU HAVE TO STOP OBSESSING
ABOUT REVENGE!

(1)

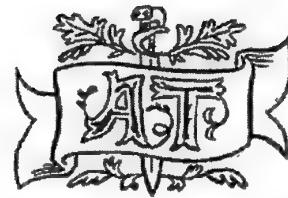
(2) LEGS UNHOOK

A sequence of storyboard panels showing a fluffy dog in various poses. In the first panel, the dog sits on a cloud, labeled with a "B" and a plus sign (+). In the second panel, the dog sits on a cloud, labeled with a "2". In the third panel, the dog sits on a cloud, labeled with a "C" and a plus sign (+). In the fourth panel, the dog sits on a cloud, labeled with a "1". In the fifth panel, the dog sits on a cloud, labeled with a "C" and a plus sign (+). In the sixth panel, the dog sits on a cloud, labeled with a "2". The panels are connected by horizontal lines with lettering above them.

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 168

Sc. 105

Pnl. D

Bg.

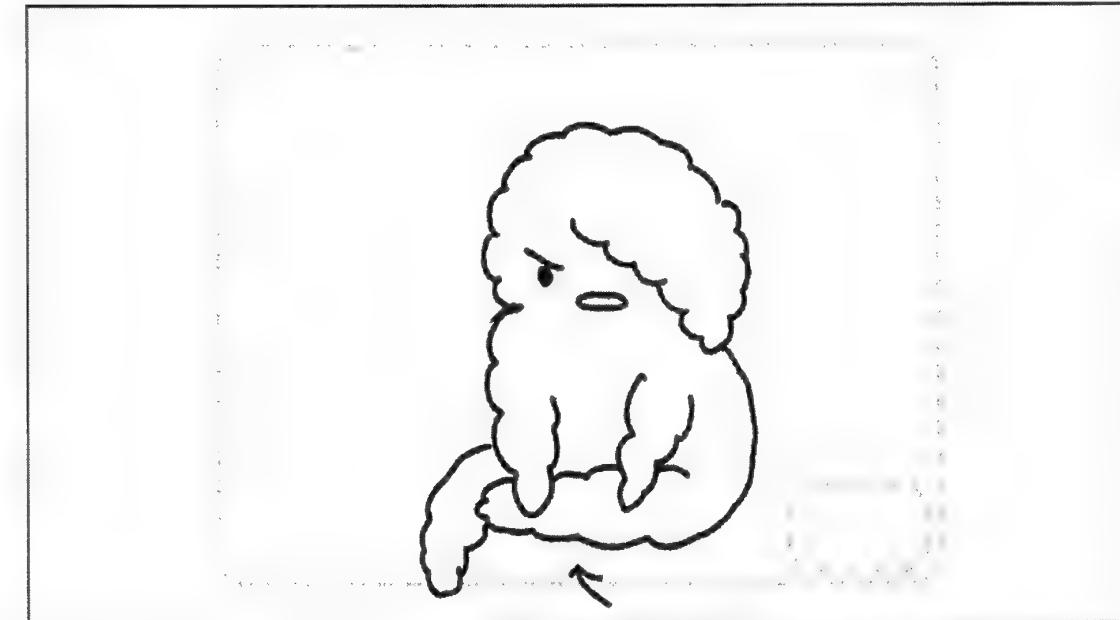
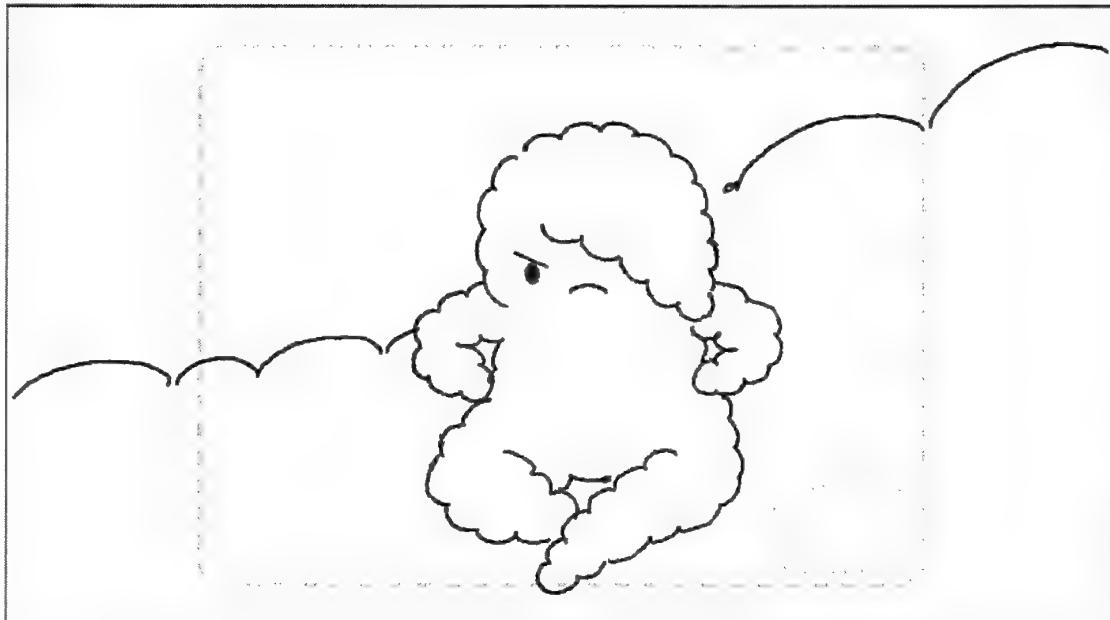
day night

Sc. 105

Pnl. E

Bg.

day night



Dialog:

① BE LIKE ME AND, LIKE, RUN AWAY.

Action:

LOOKS ANGRILY AT HER LEGS

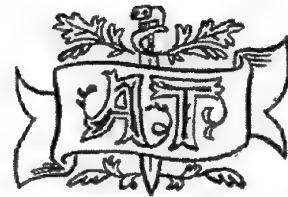
Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



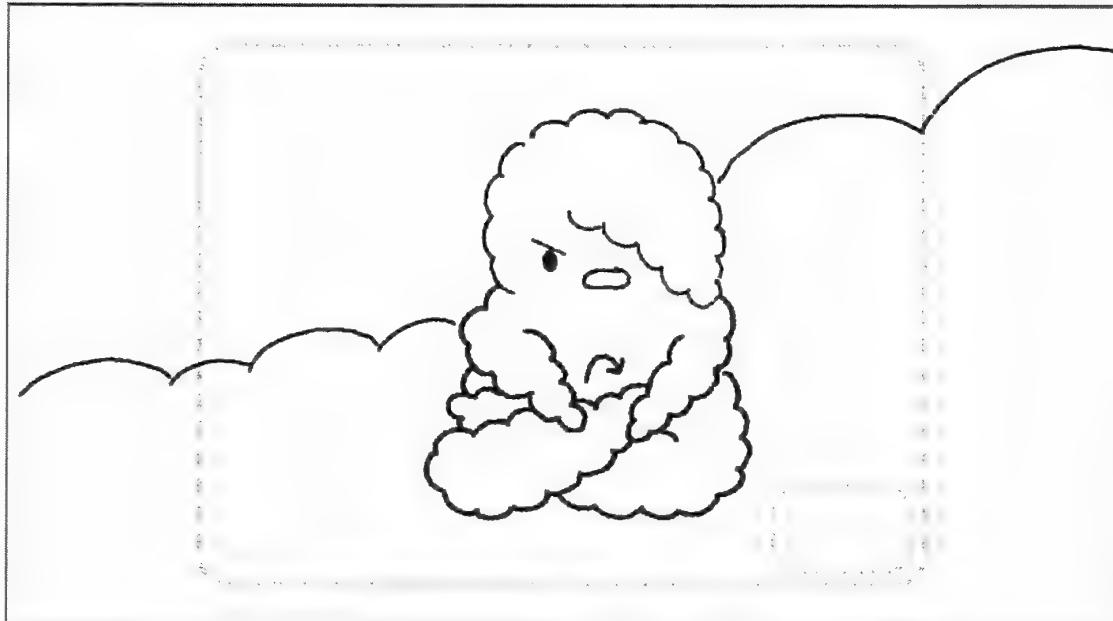
Page 169

Sc. 105

Pnl. F

Bg.

day night

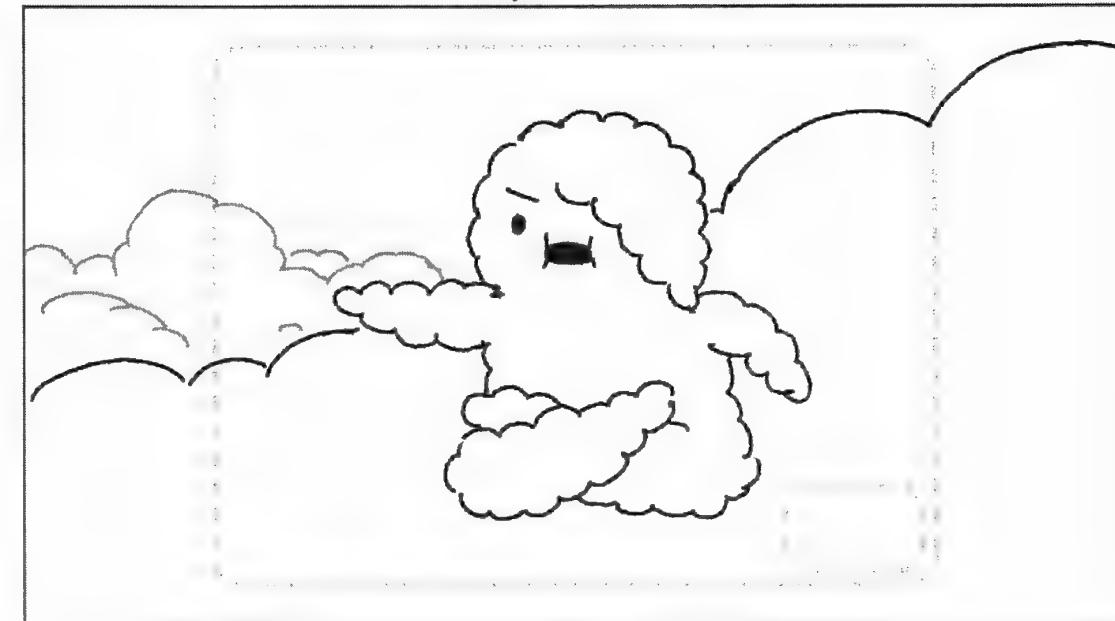


Sc. 105

Pnl. G

Bg.

day night



Dialog:

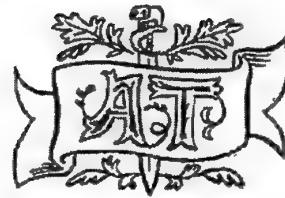
(C) / YOU HAVE TO ~~LAUGH~~ RUN AWAY -

(C) / - AND NEVER STOP
HATING YOUR OLD LIFE.

Action:

Timing:

ADVENTURE TIME



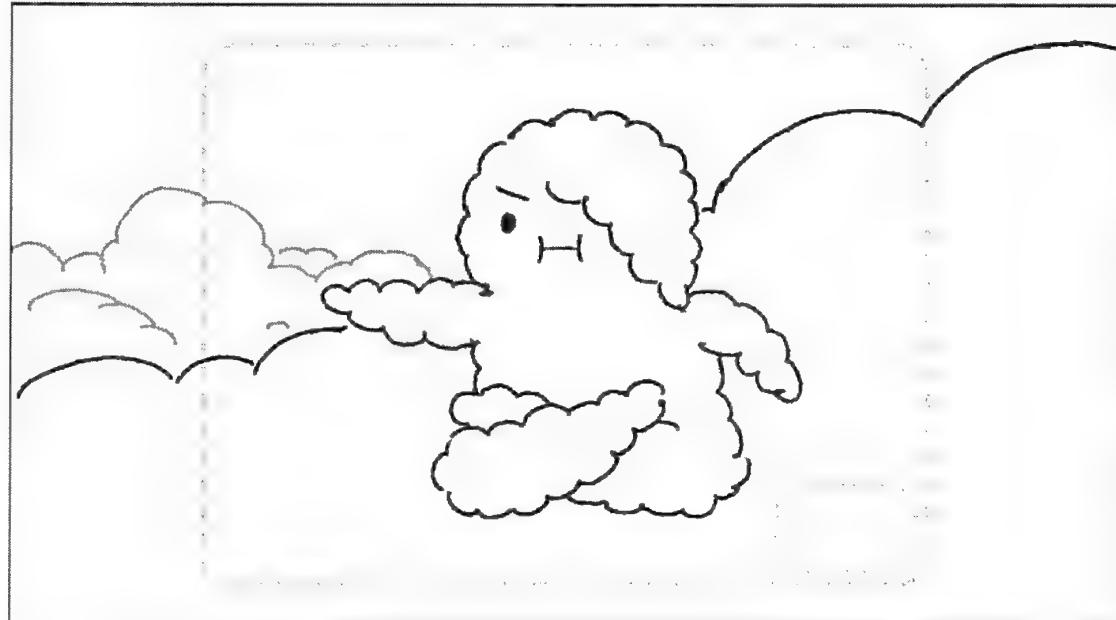
Page 176

Sc. 105

Pnl. H

Bg.

day night

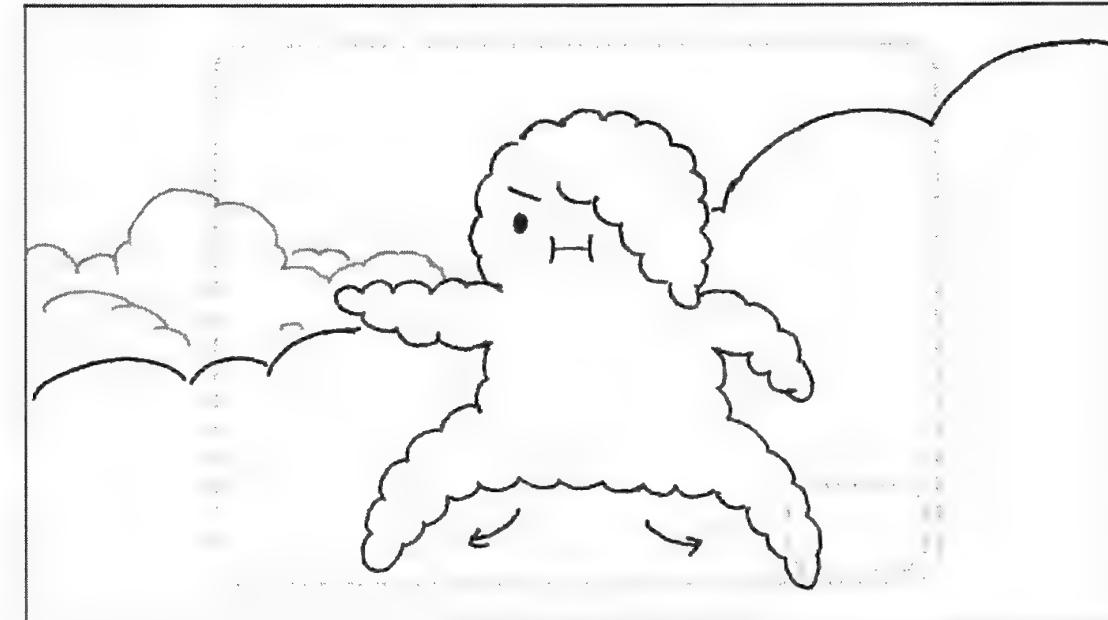


Sc. 105

Pnl. I

Bg.

day night



Dialog:

Action:

- BEAT -

UNHOOKED.

Timing:

Production :

EPISODE # 1U25-168

ADVENTURE TIME



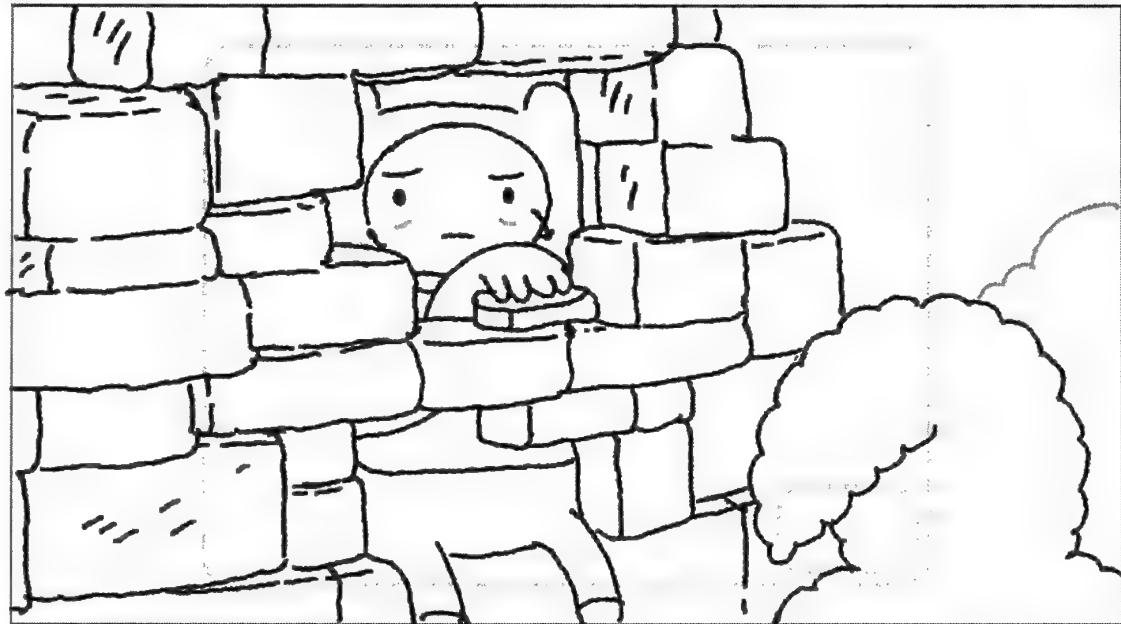
Page 171

Sc. 104

Pnl. A

Bg.

day night

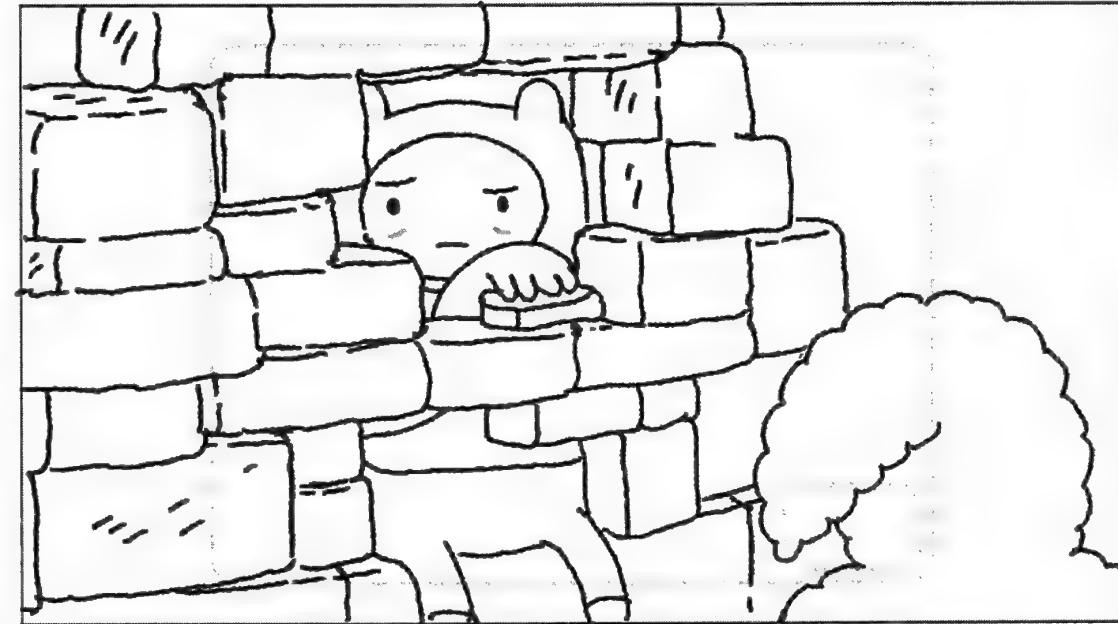


Sc. 106

Pnl. B

Bg.

day night



Dialog:

C/ Y'GOTTA REALLY DWELL ON IT.

Action:

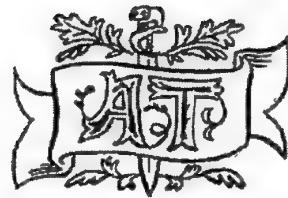
FINN PLACES LITTLE BRICK,
AND THINKS.

Timing:

Production :

EPISODE # 1025-1068

ADVENTURE TIME

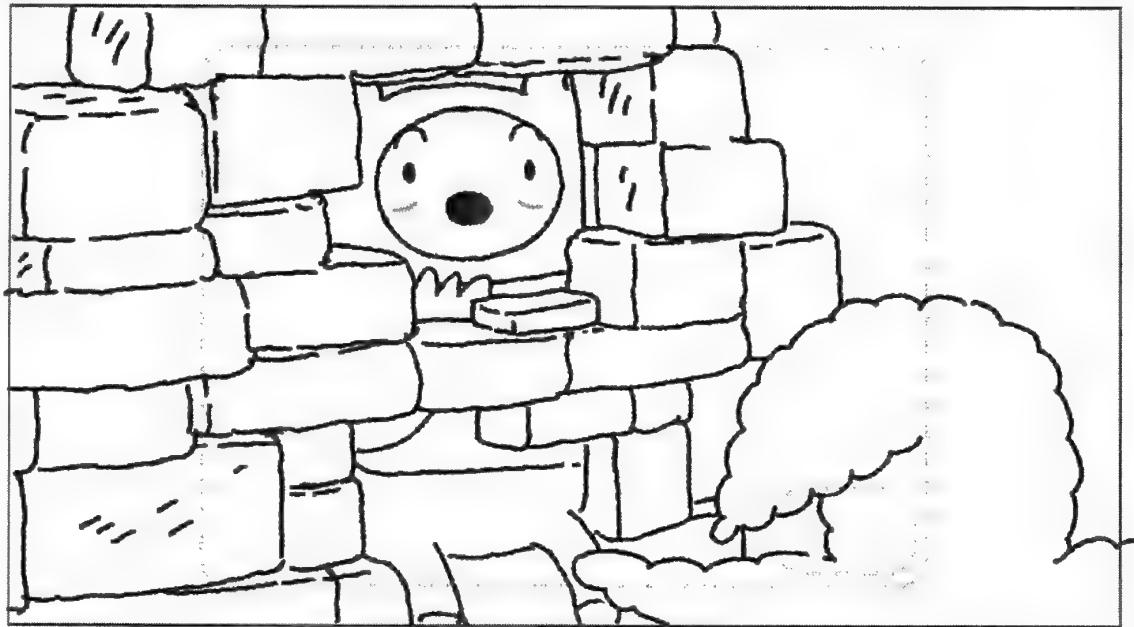


Sc. 106

Pnl. C

Bg.

day night

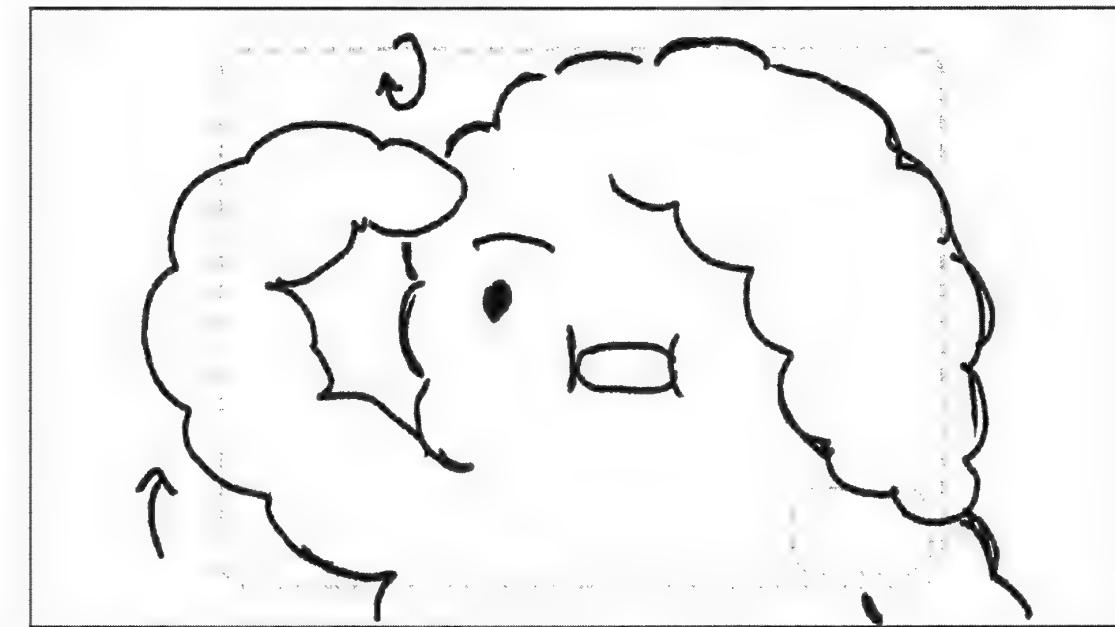


Sc. 107

Pnl. A

Bg.

day night



Page 172

Dialog:

⑥ YAAH.

⑦ WHATWASTHAT !

Action:

⑥ I JUST THOUGHT
ABOUT MY ANXIETIES
AND IT'S LIKE MY
MIND-HAND TOUCHED A
HOT MEMORY STOVE .

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



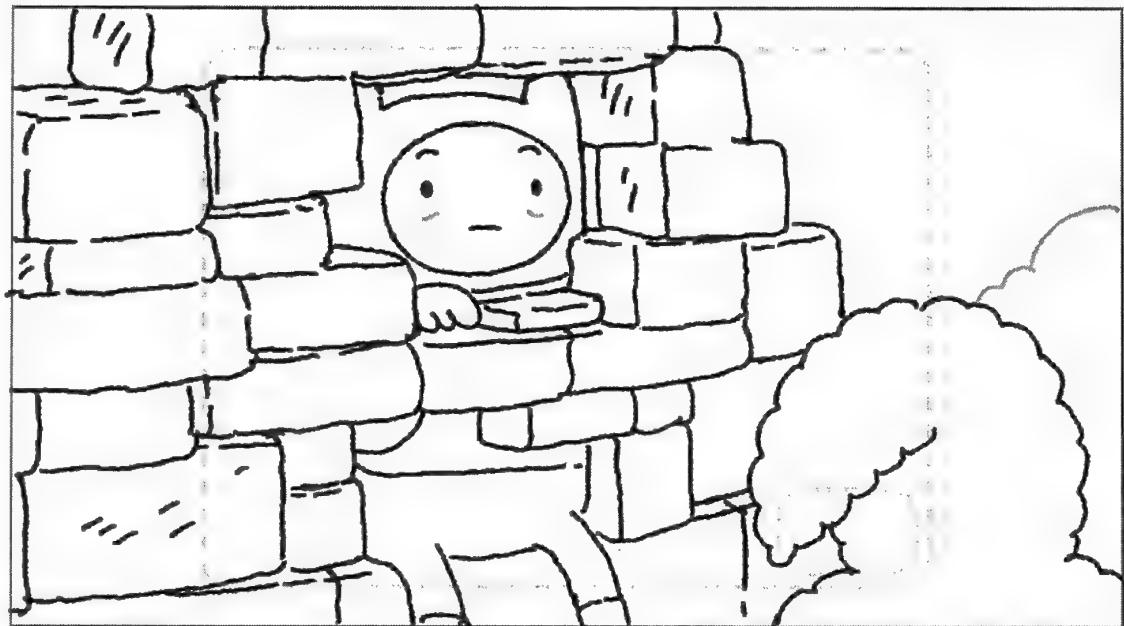
Page 173

Sc. 108

Pnl. A

Bg.

day night

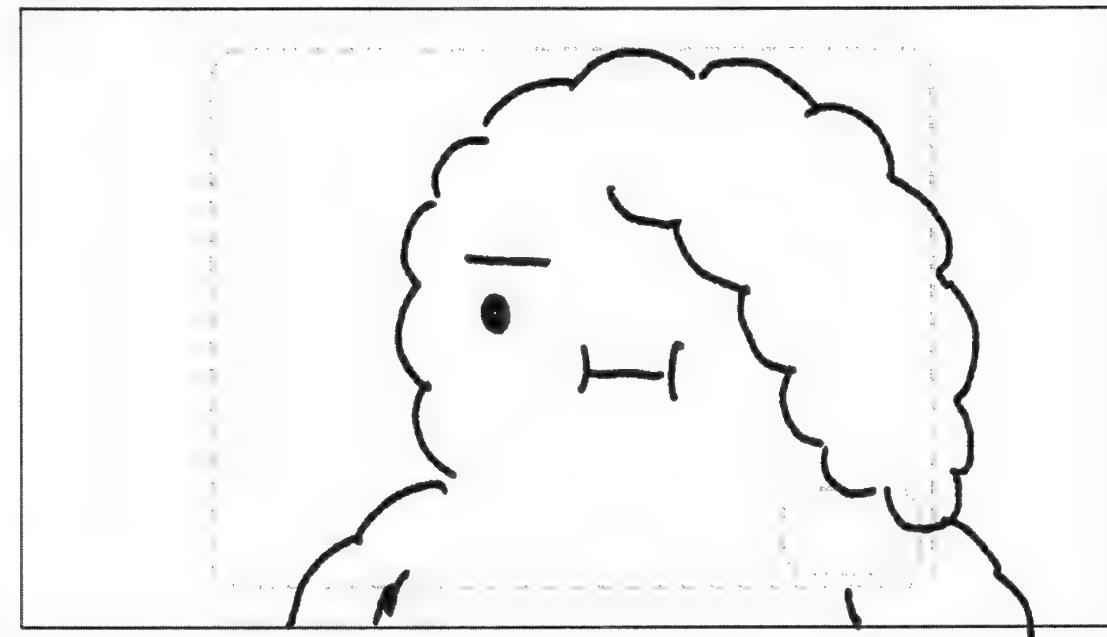


Sc. 109

Pnl. A

Bg.

day night



Dialog:

(F) / HMM!

Action:

Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



Page 174

Sc. 109

Pnl. B

Bg.

day night

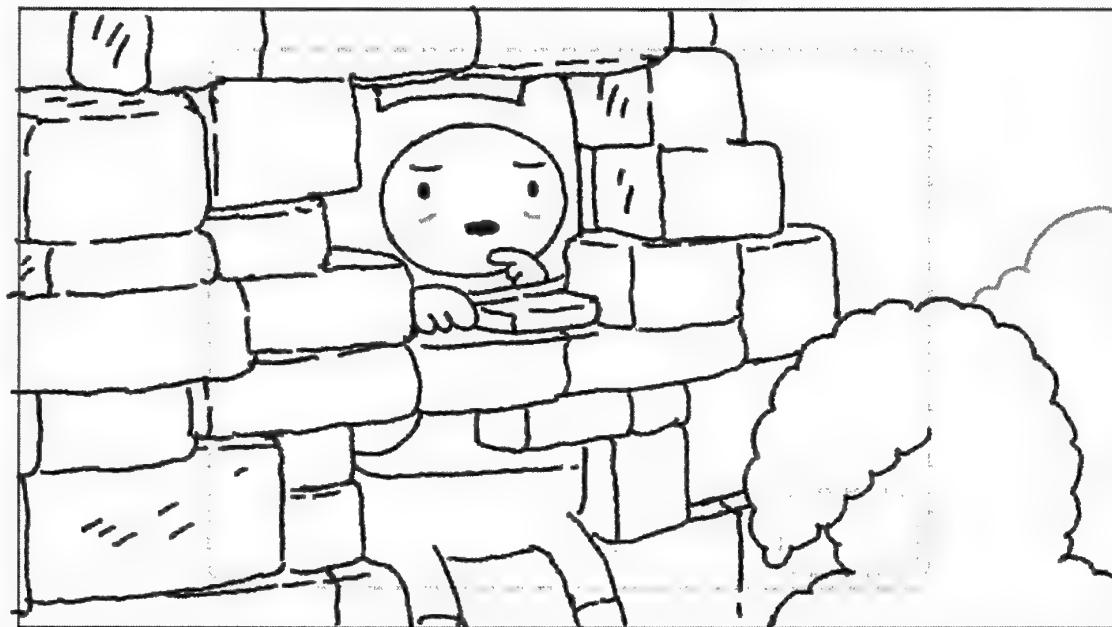


Sc. 110

Pnl. A

Bg.

day night



Dialog:

(C) A AH.

(F) INTERSTING.

Action:

... AND THEN GOES
BACK TO HER
PREVIOUS STILL
POSE.

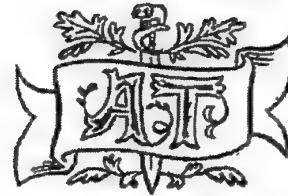
Timing:

* IT'S A REAL
QUICK YELL,
IN AND OUT

Production :

1025-168

ADVENTURE TIME



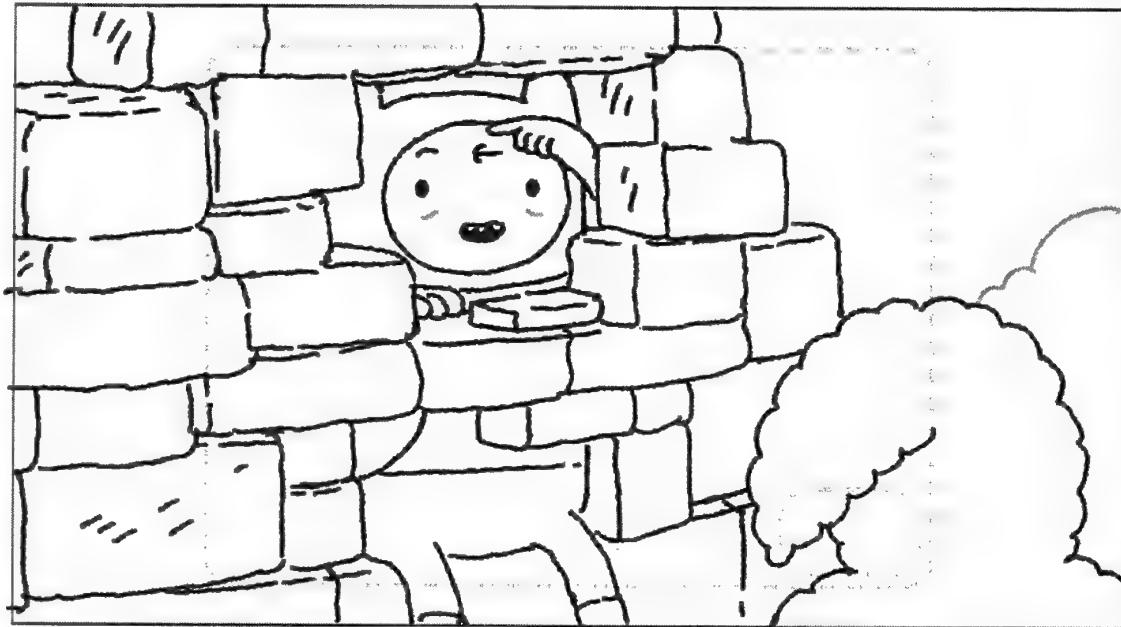
Page 175

Sc. 110

Pnl. B

Bg.

day night

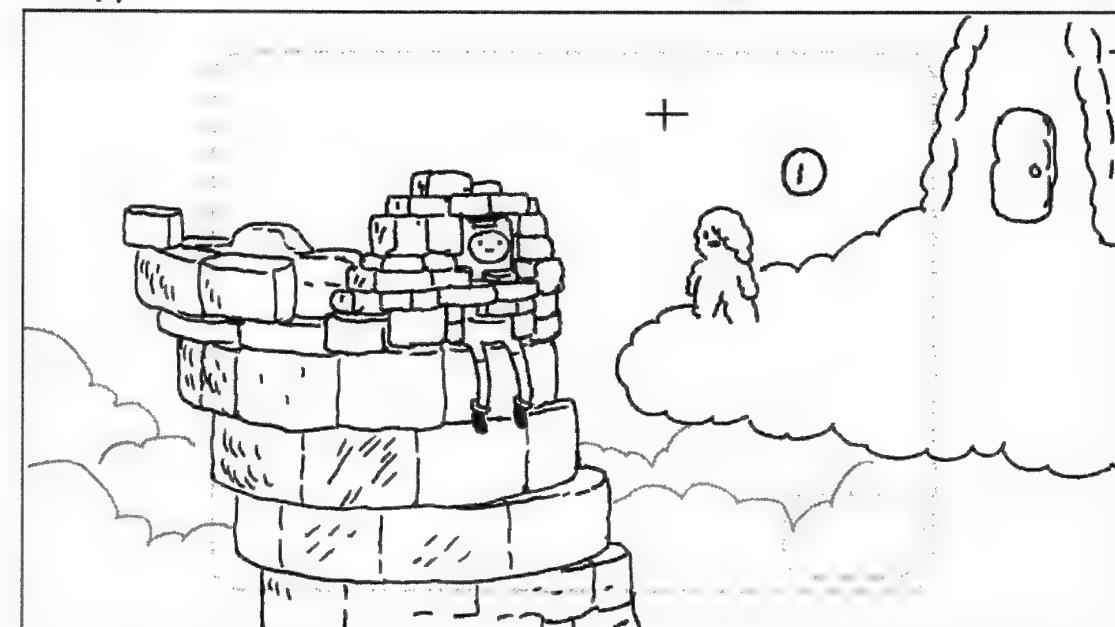


Sc. 111

Pnl. A

Bg.

day night



Dialog:

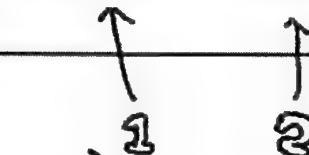
(F) OH HEY, WHAT'RE YOUR
THOUGHTS ON "MELON HEARTS"?

(C) I DON'T KNOW WHAT YOU'RE
TALKING ABOUT.

(SFX) WIND GUSTING AGAIN

Action:

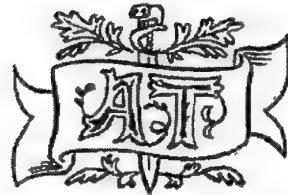
POKES AT HIS
FOREHEAD TWICE



Timing:



ADVENTURE TIME



Page 176

Sc. III

Pnl. B

Bg.

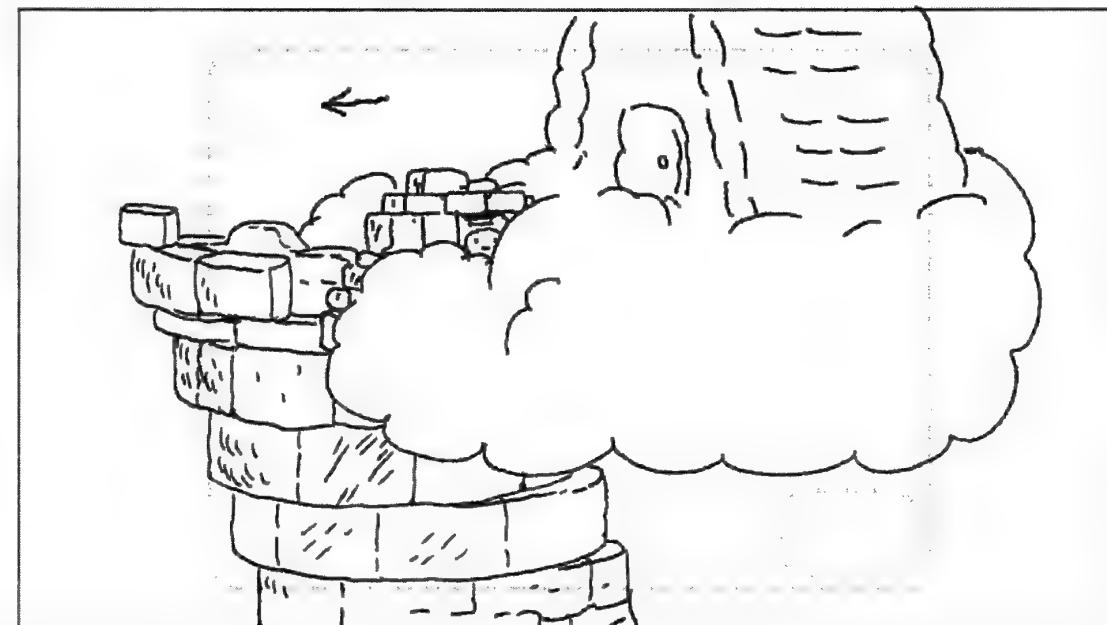
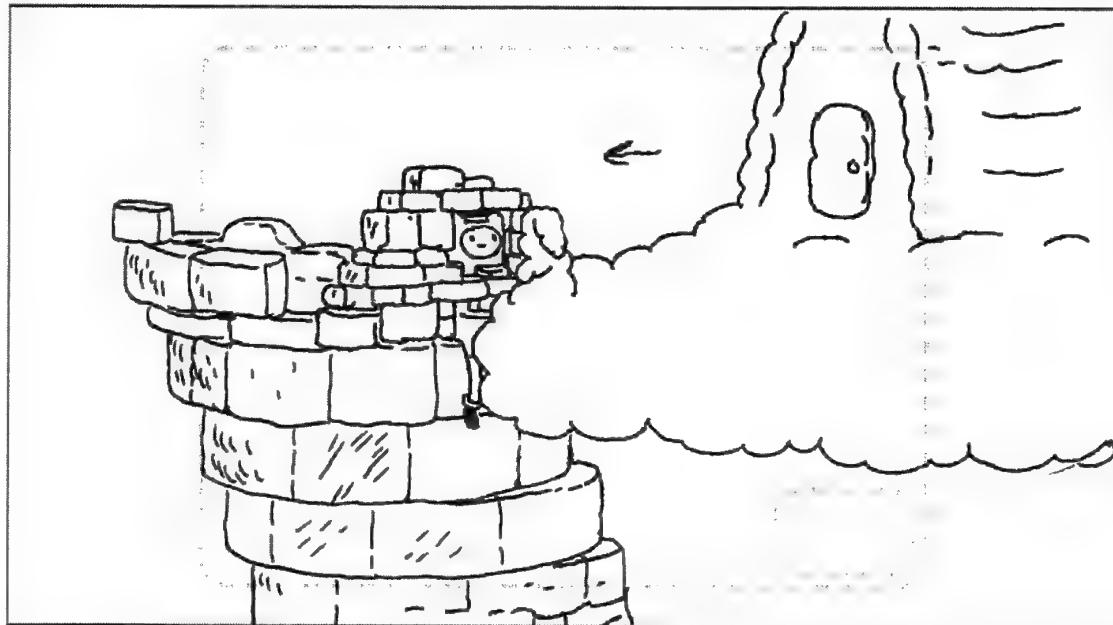
day night

Sc. III

Pnl. C

Bg.

day night



Dialog:

(S) WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER.

(SHE SPEEDS UP SAYING
THIS GET IT OUT BEFORE
HER CLOUD BLOWS AWAY)

(S) WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER.

(SFX) A HECK
OF A GUST.

Action: IN PANEL D. LIKE THIS

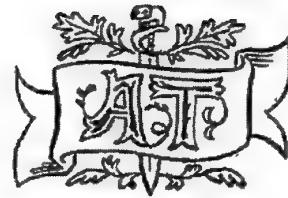
BY THE
END, AS FAST
AS THE WORDS
CAN BE SAID.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



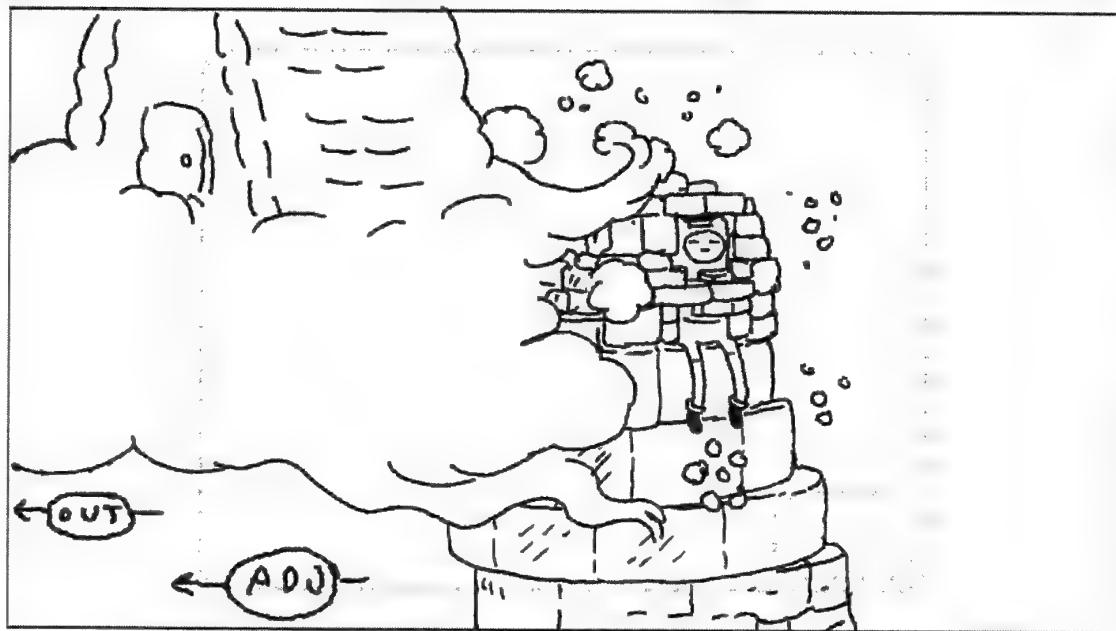
Page 177

Sc. 111

Pnl. D

Bg.

day night

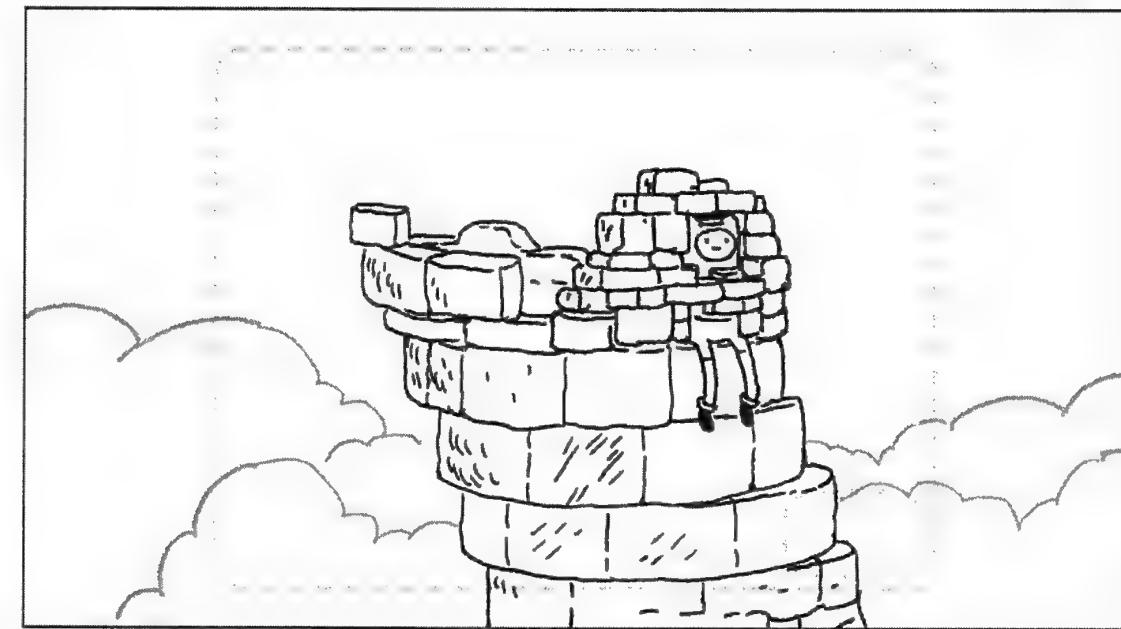


Sc. 111

Pnl. E

Bg.

day night



Dialog:

Action:

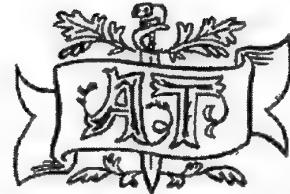
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 178

Sc. 111

Pnl. F

Bg.

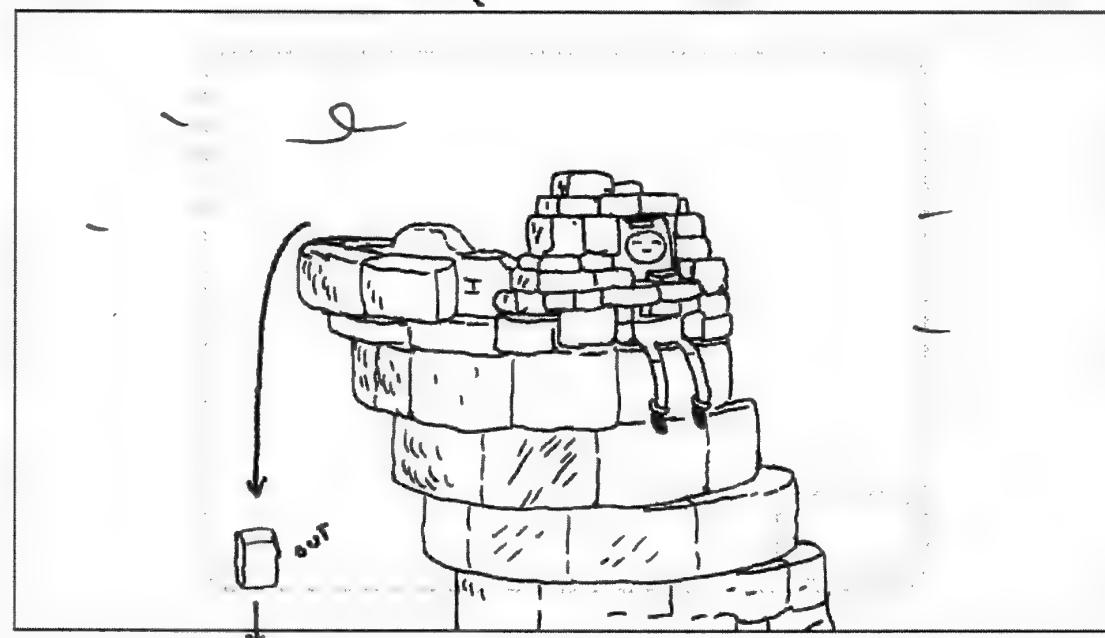
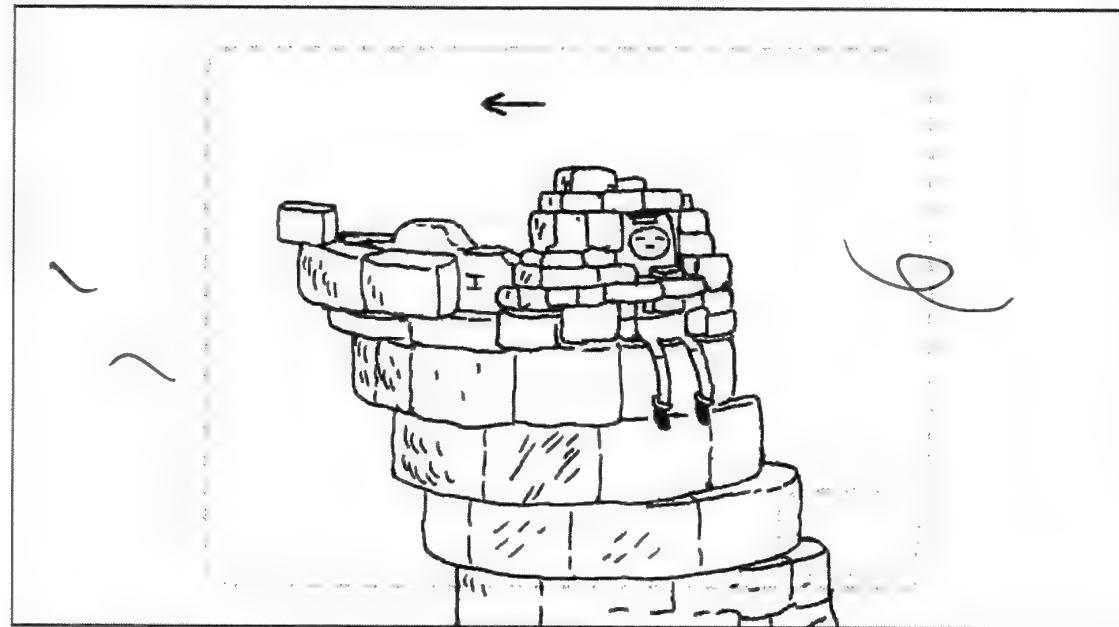
day night

Sc. 111

Pnl. G

Bg.

day night



Dialog:

(SFX) / - WIND GUSTS AGAIN,
- ROCK GRINDING.

Action:

BRICKS SLIDE OVER AGAIN

...

AND ONE BRICK
FALLS OFF.

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 179

Sc. 112

Pnl. A

Bg.

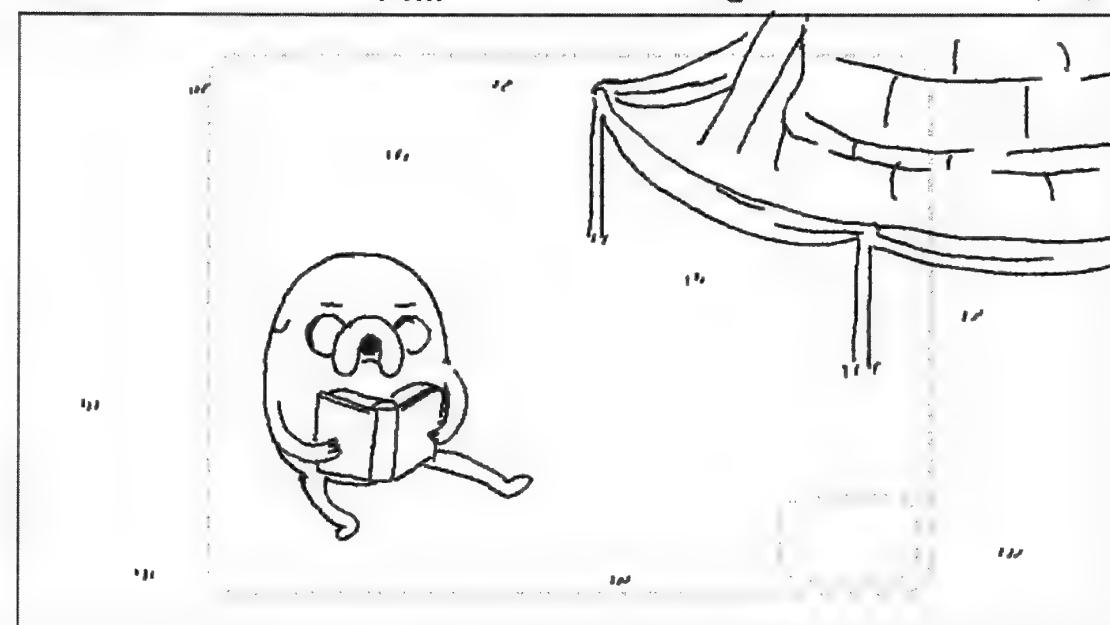
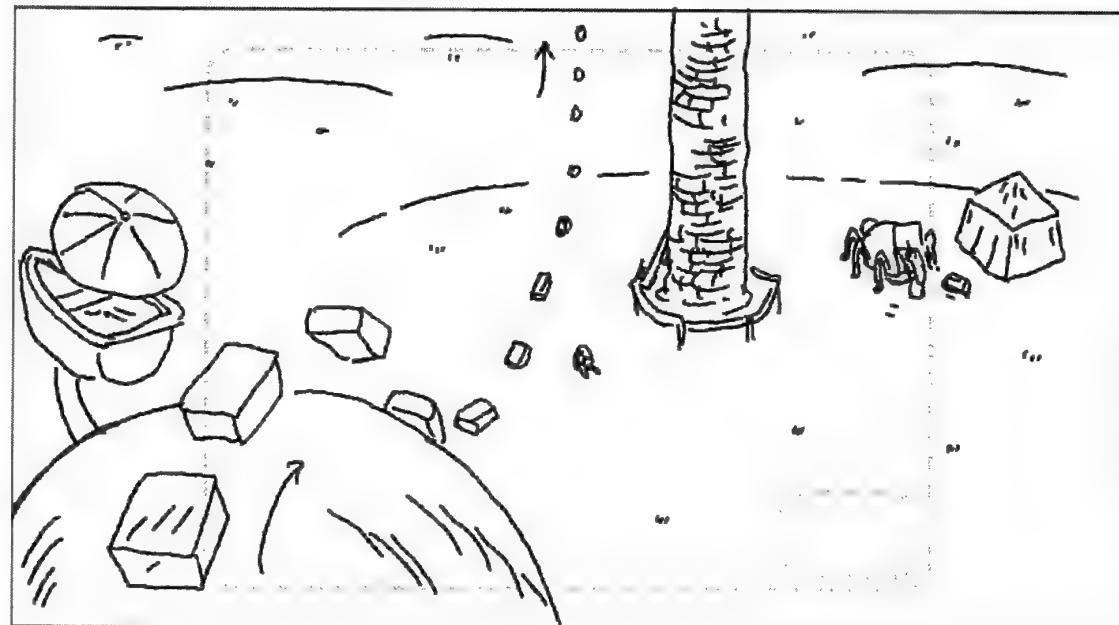
day night

Sc. 113

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



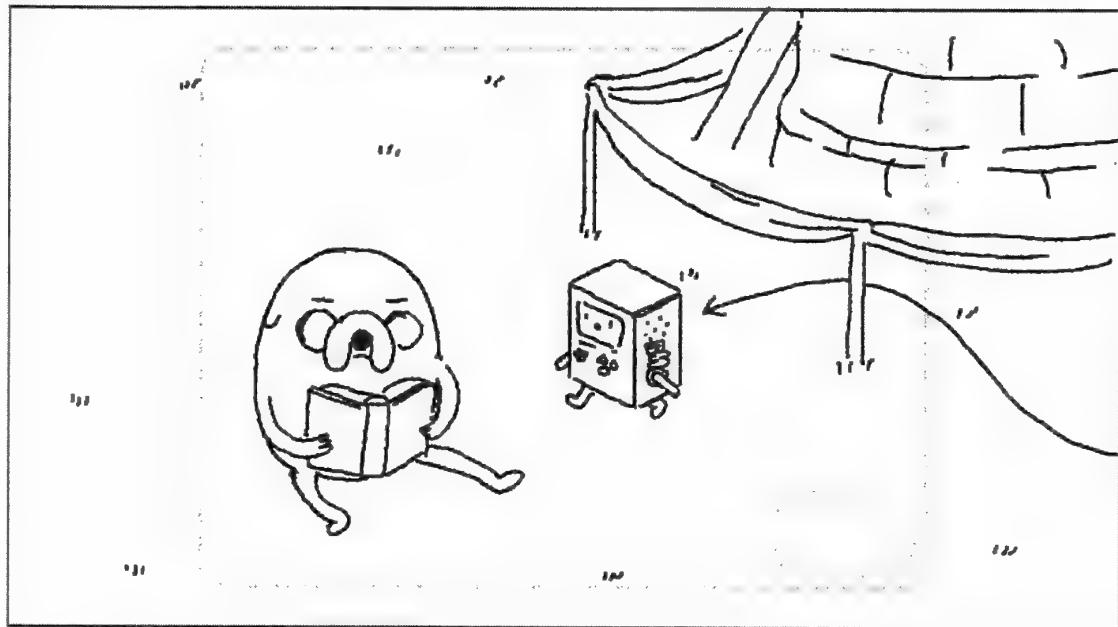
Page 180

Sc. 113

Pnl. A

Bg.

day night

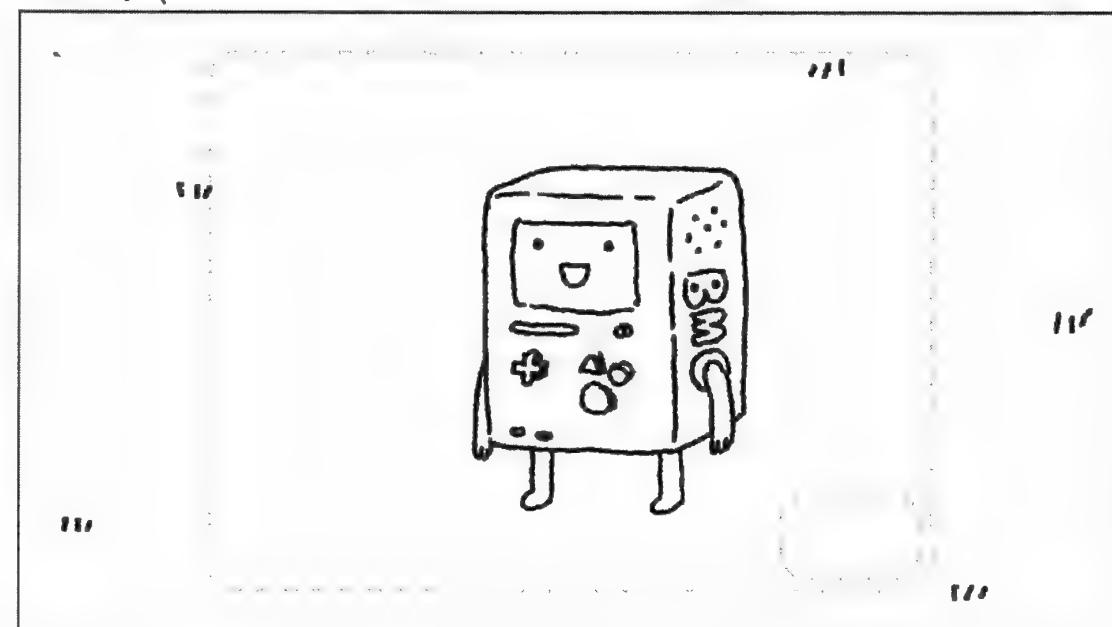


Sc. 114

Pnl. A

Bg.

day night



Dialog:

(BMO) / = TRYING TO WHISTLE =

(BMO) / HEY JAKE, WHE -

Action:

ALL THIS SEQUENCE, UNTIL
WE NEXT SEE THE TOP OF THE

TOWER, WE DON'T SEE
THE SKY AT ALL
- SW.

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 181

Sc. 114

Pnl. B

Bg.

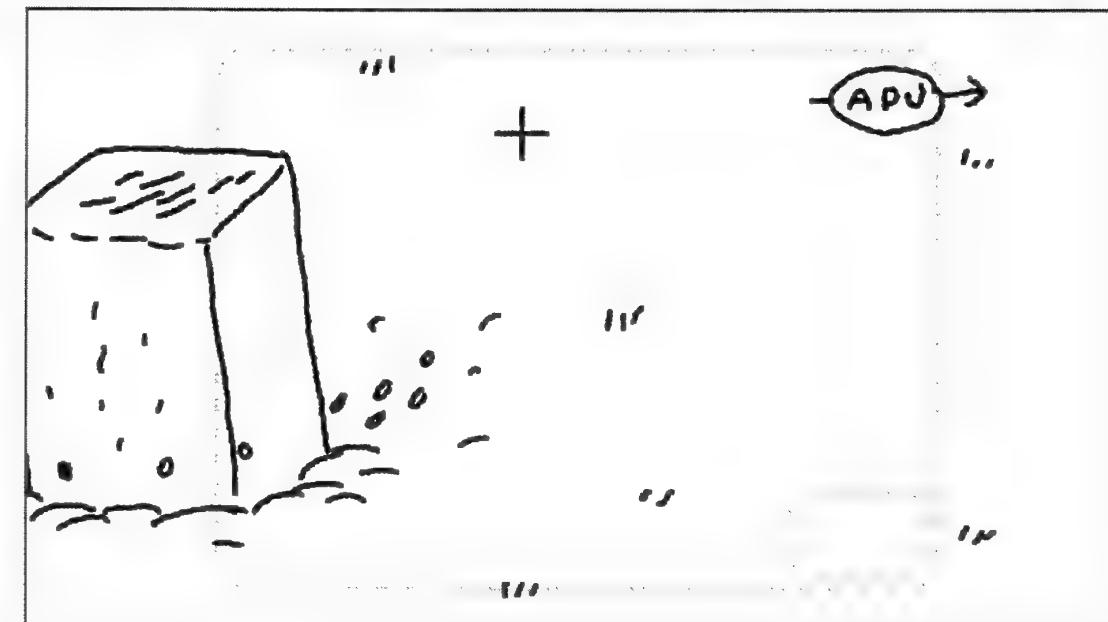
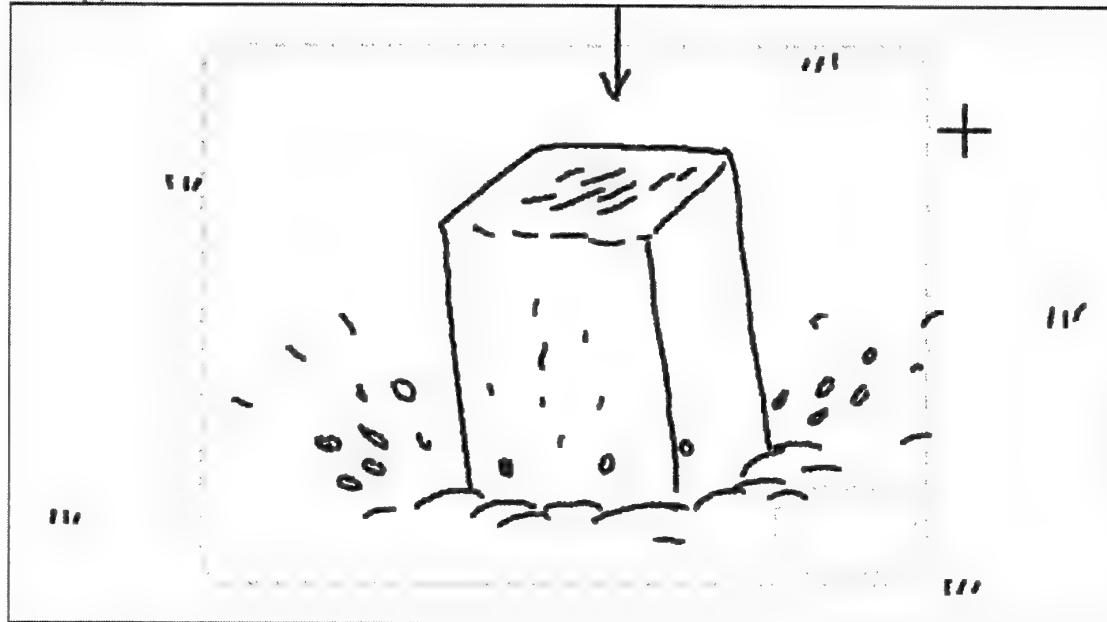
day night

Sc. 114

Pnl. C

Bg.

day night



Dialog:

SFX / THUP.

Action:

- BRICK COMES IN FAST AND COMES TO AN ABRUPT STOP.

Timing:

- IT BASICALLY VISUALLY REPLACES BMO.

Production :

1025-168

EPISODE #

ADVENTURE TIME



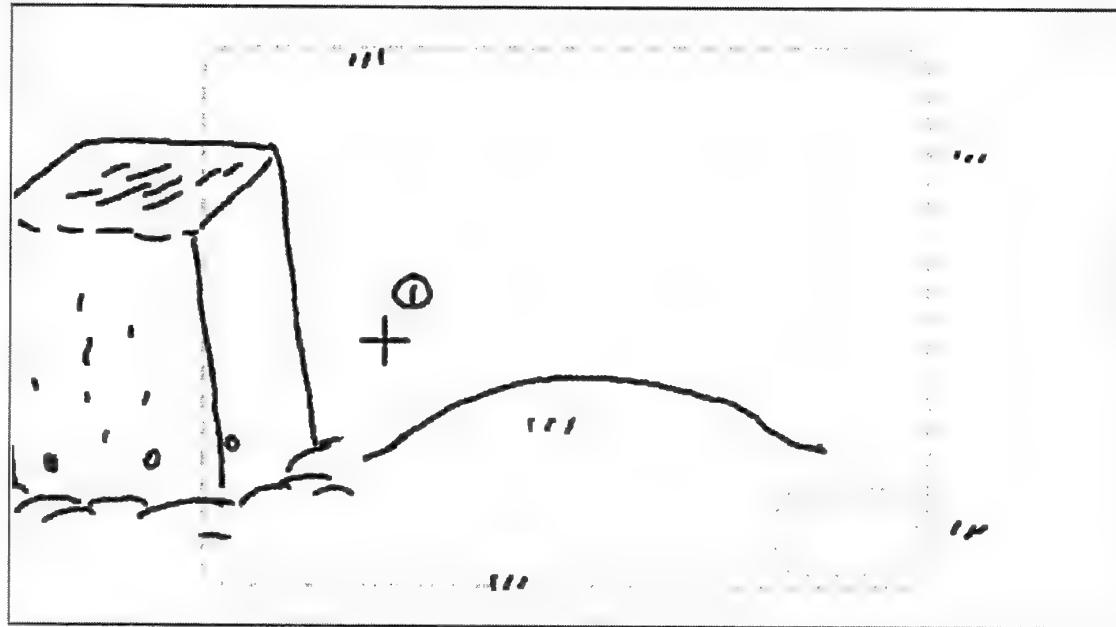
Page 182

Sc. 114

Pnl. P

Bg.

day night

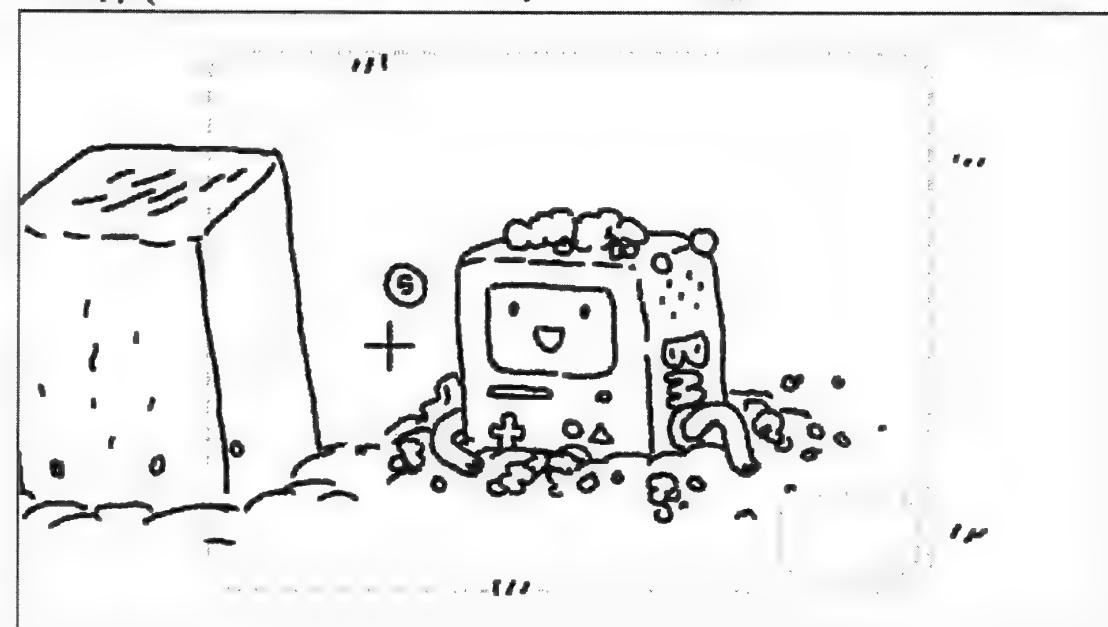


Sc. 114

Pnl. E

Bg.

day night



Dialog:

(BMO) WHERE'S FINN?

Action:



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 183

Sc. 115

Pnl. A

Bg.

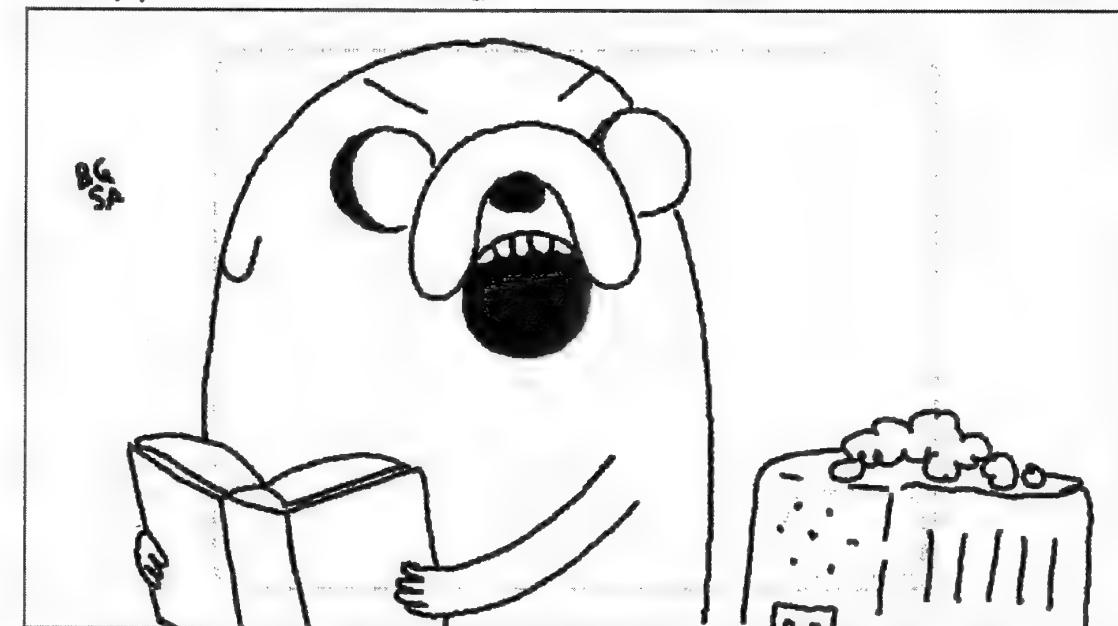
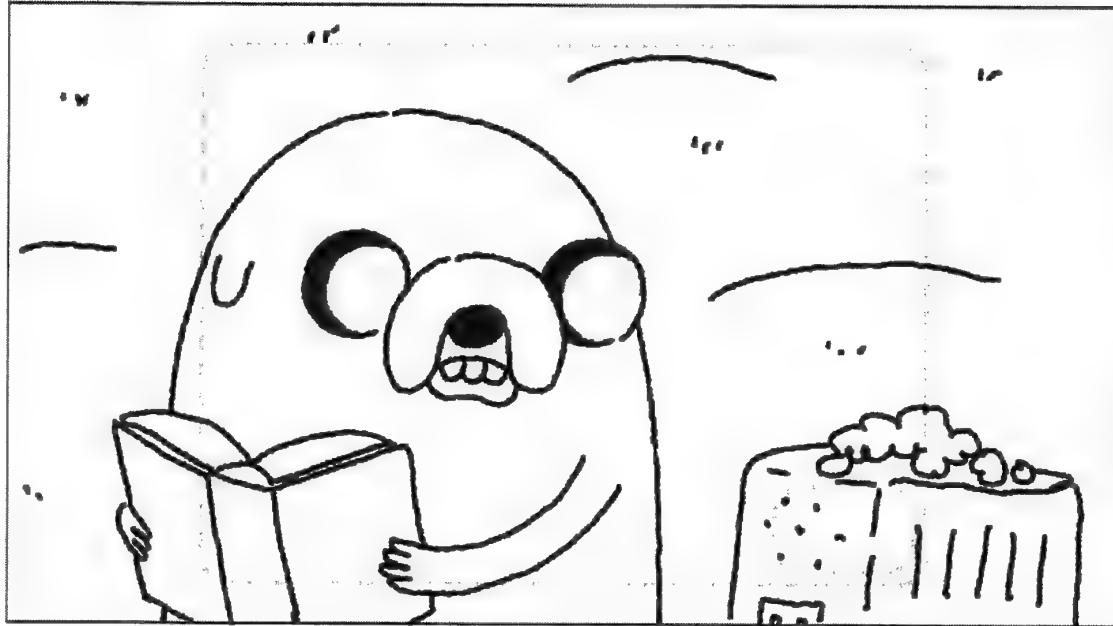
day night

Sc. 115

Pnl. B

Bg.

day night



Dialog:

(J) / FINN's JUST WORKING OUT
SOME STUFF,

(V) / AND IT'S,
HEALTHY!

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



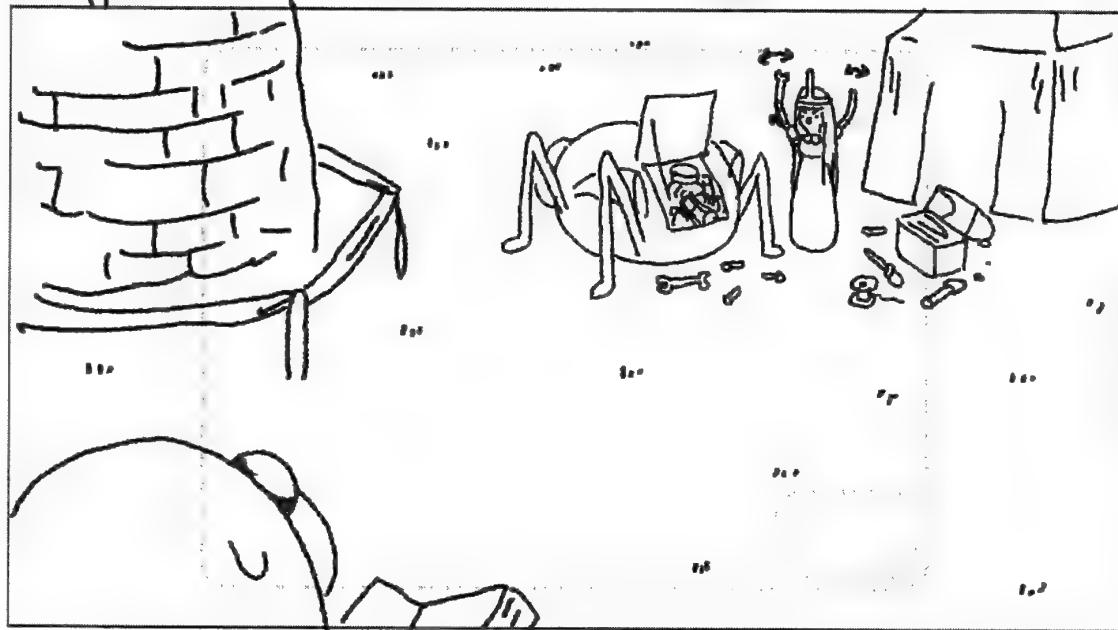
Page 184

Sc. 116

Pnl. A

Bg.

day night



Sc. 117

Pnl. A

Bg.

day night



Dialog:

(PB) IT'S NOT HEALTHY!
IT'S BIZARRE AND
HE COULD GET HURT!

(J) FEELINGS HURT!!

Action:

PB'S WORKING ON HER SHIP.

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



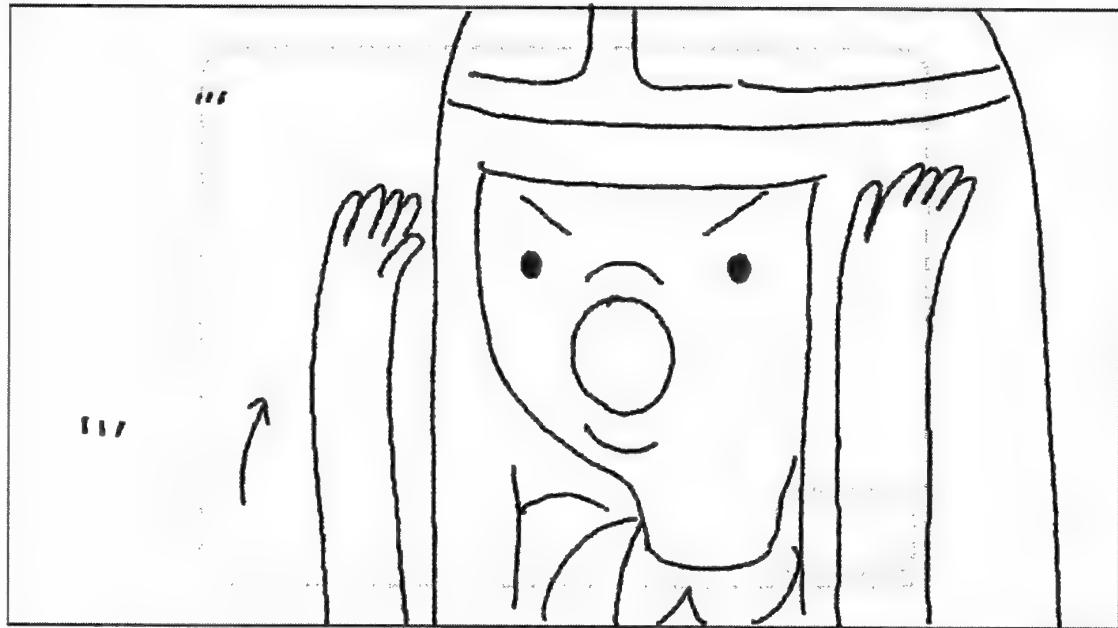
Page 185

Sc. 118

Pnl. A

Bg.

day night

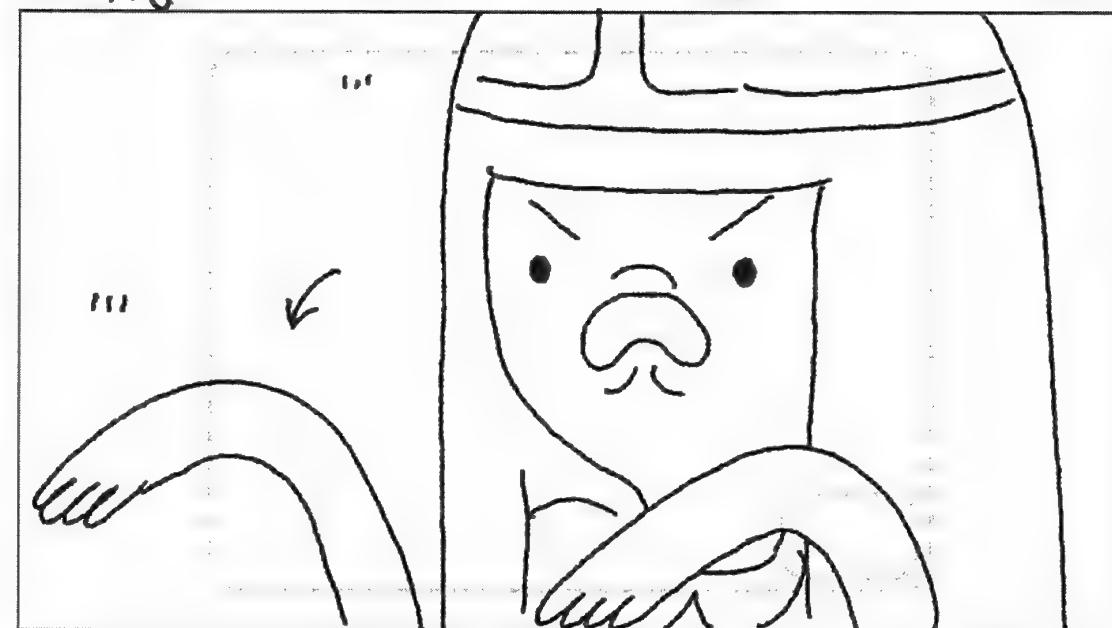


Sc. 118

Pnl. B

Bg.

day night



Dialog:

①PB E UGGH!

Action:

(IS THIS SCENE GOING
TO LOOK OK WITHOUT SKY
IN THE BACKGROUND? S.W.)

Timing:

EPISODE # 1025 - 168

Production :

ADVENTURE TIME



Sc. 119

Pnl. A

Bg.

day night

Sc. 119

Pnl. B

Bg.

Page 186

day night



Dialog:

① EE UUGGHHHH!

Action:

Timing:

Production :

EPISODE #

1025-168

ADVENTURE TIME



Page **187**

Sc. 120

Pnl. A

Bg.

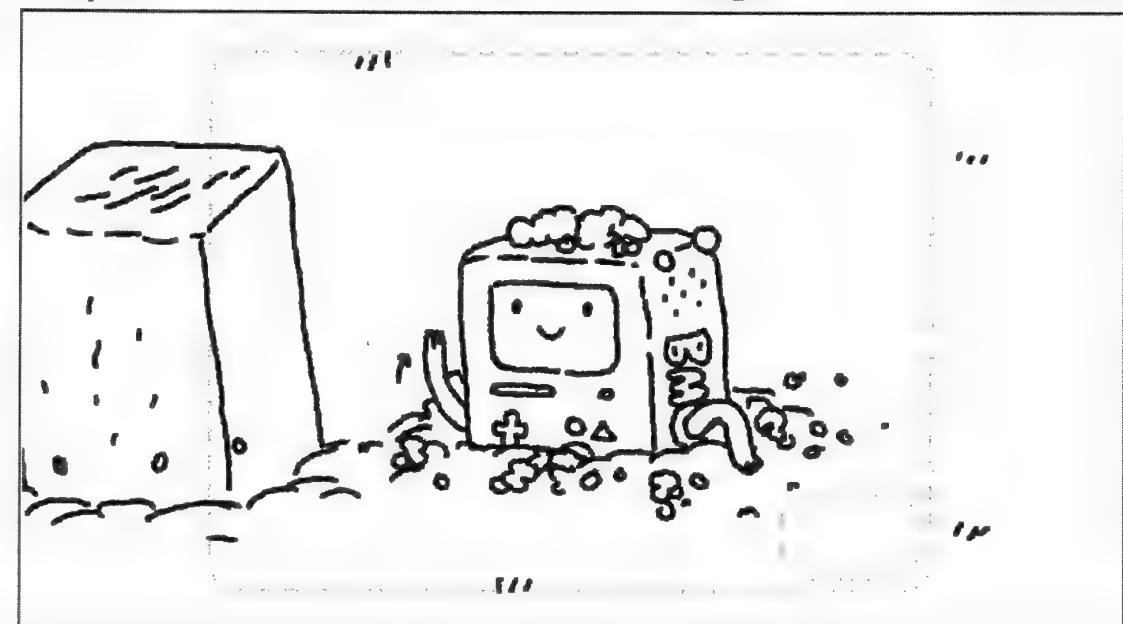
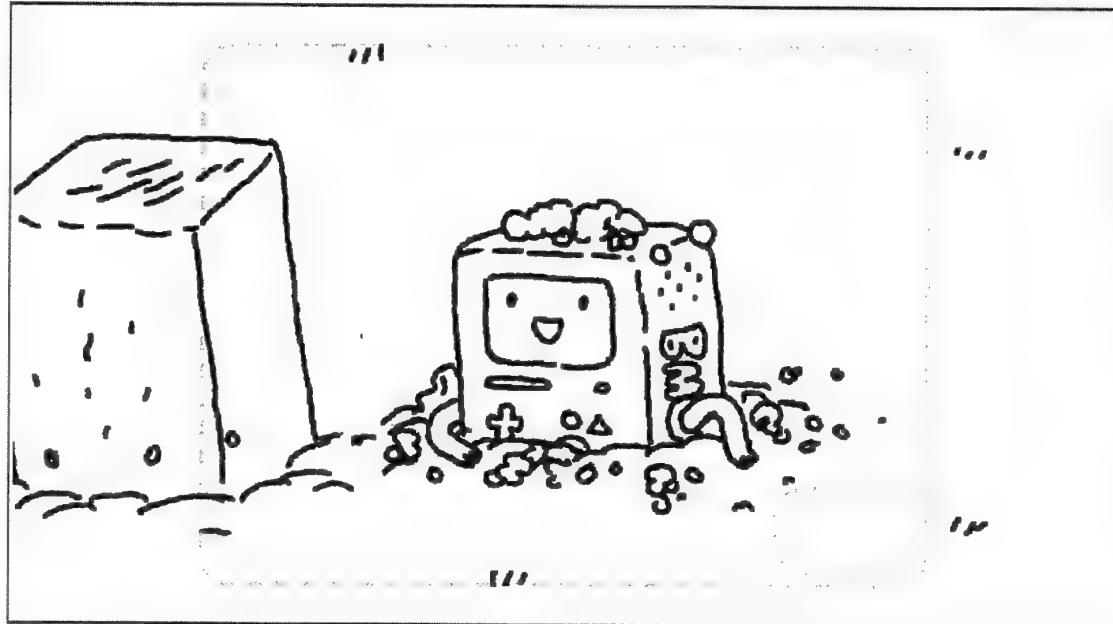
day night

Sc. 120

Pnl. B

Bg.

day night

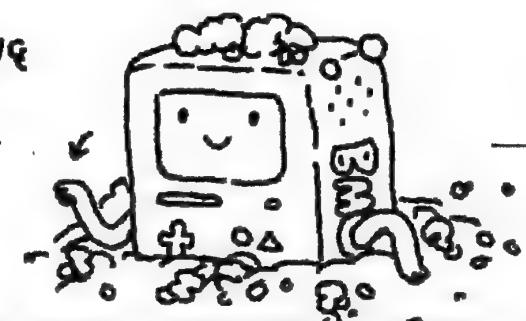


Dialog:

(BMO) / E U U G H !

Action:

GESTURES
AFTER MAKING
THE NOISE.



Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Page 181

Production :

EPISODE #

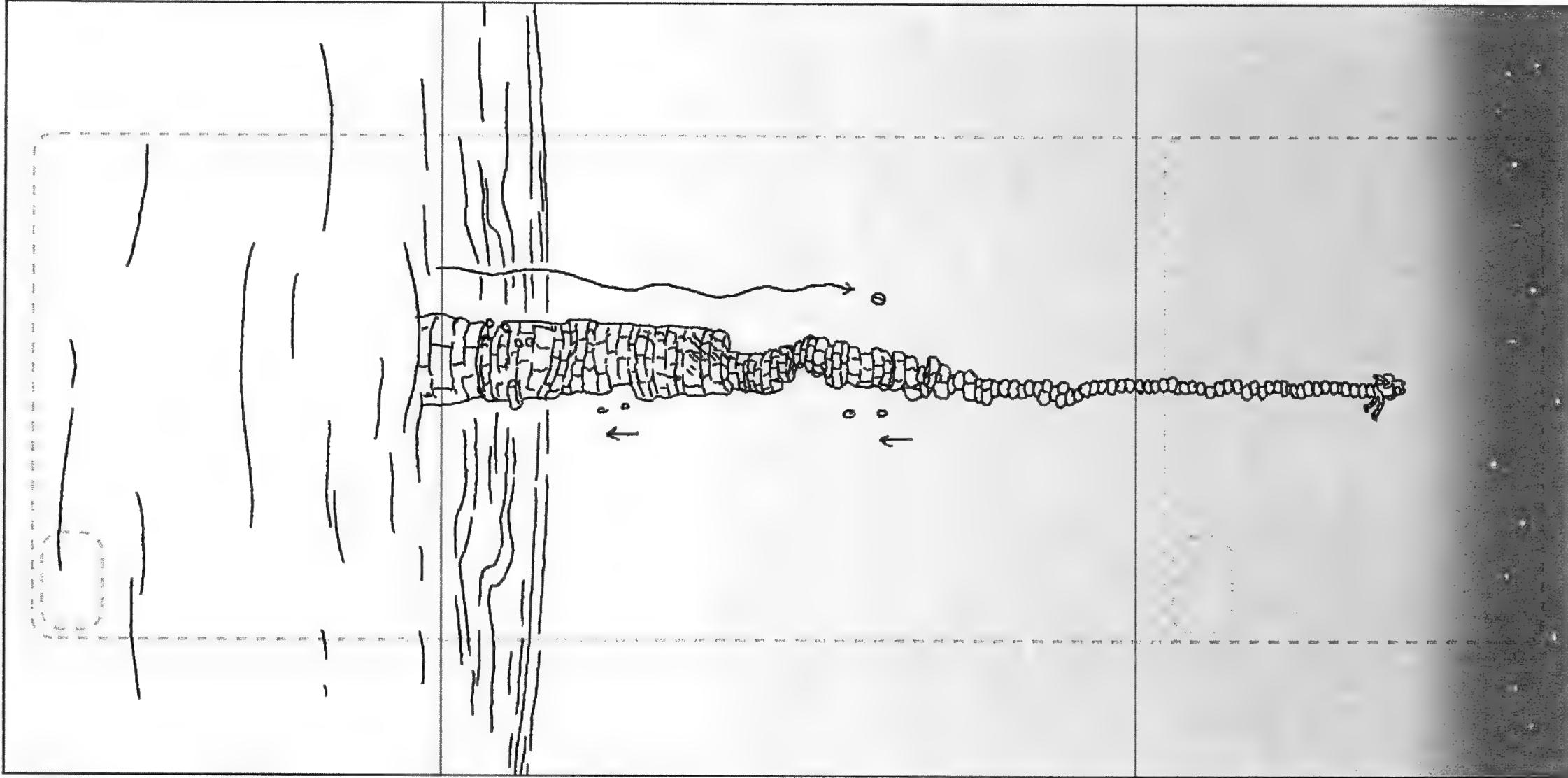
1025-168

Sc. # 121

Pnl. A

B9.

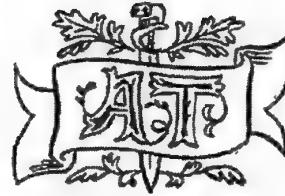
day night



- ADD → SFX / MUSIC IS THE THEME OF "BABY'S BUILDING" BUT KIND OF CRAZY.
FINN / NOT SINGING ANYMORE, JUST LABOURED BREATHING.

- SAME PAN AS PREVIOUS TOWER PANS, MAYBE SLOWER.
- ONLY ONE BRICK TRAVELING UP, REAL WOBBLILY.
- TOP OF THE TOWER SWAYING BACK & FORTH.

ADVENTURE TIME



Page 189

EPISODE # 1025-168

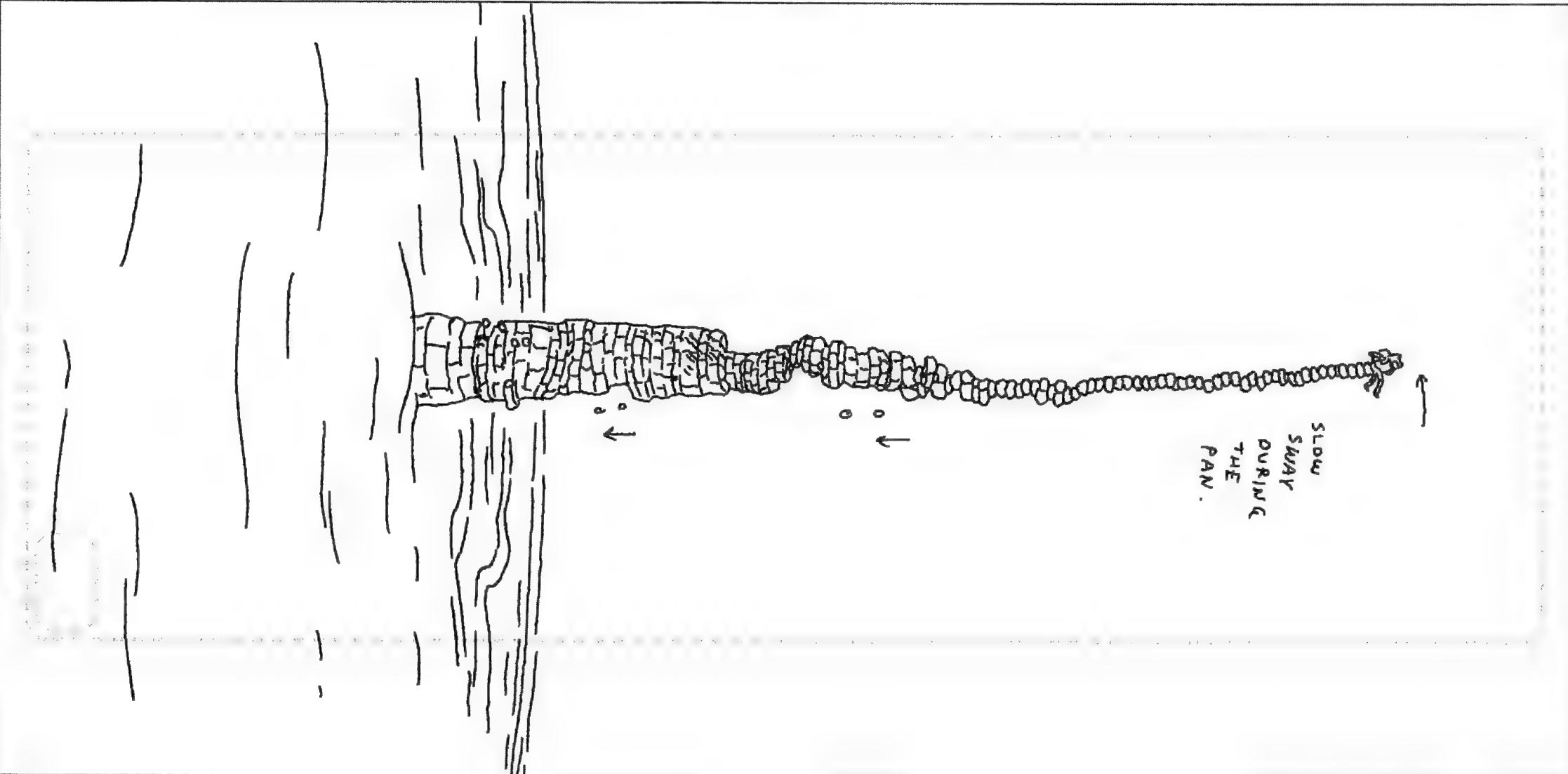
Production :

day night

Sc. (2)

Pnl. B

Bg.



ADVENTURE TIME



Page 190

Sc. 121

Pnl. C

Bg.

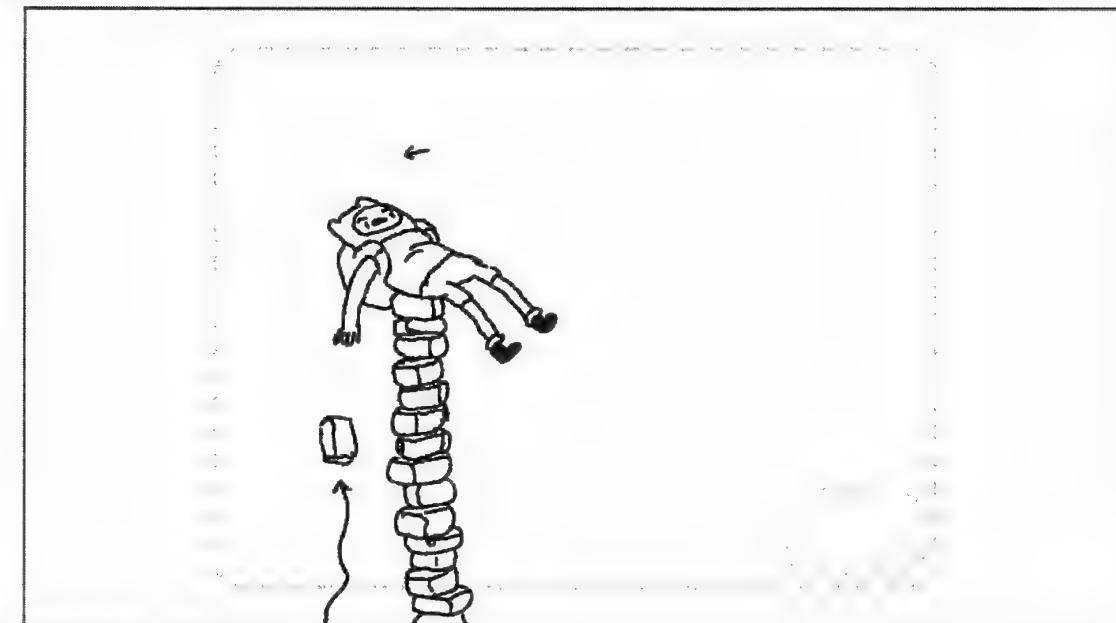
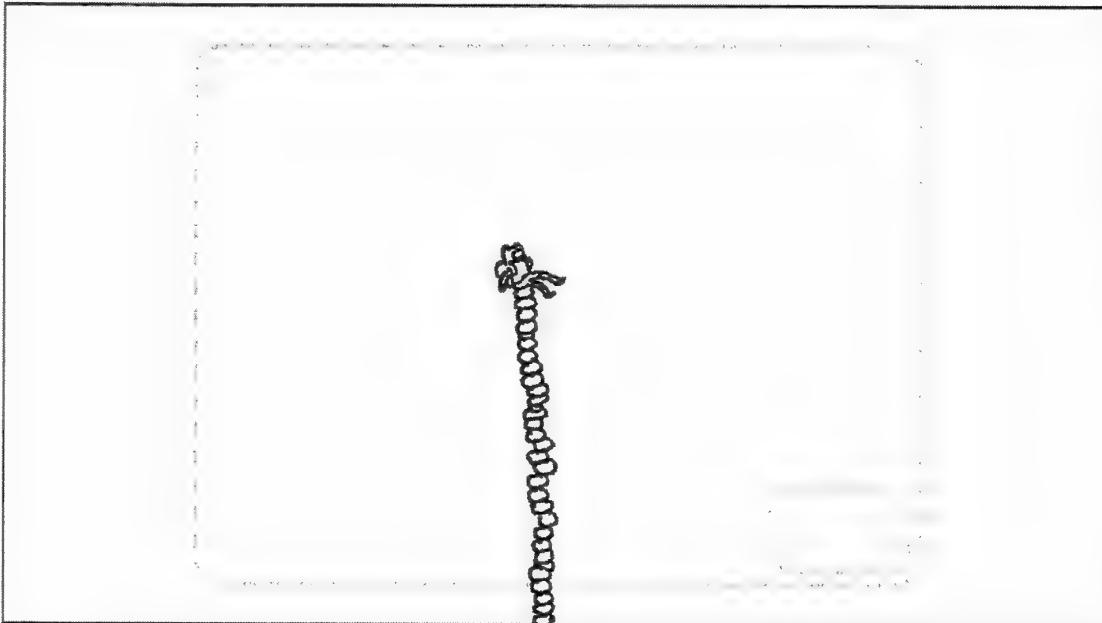
day night

Sc. 122

Pnl. A

Bg.

day night



Dialog:

(F) / : BREATHING : /

Action:

X DISSOLVE

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



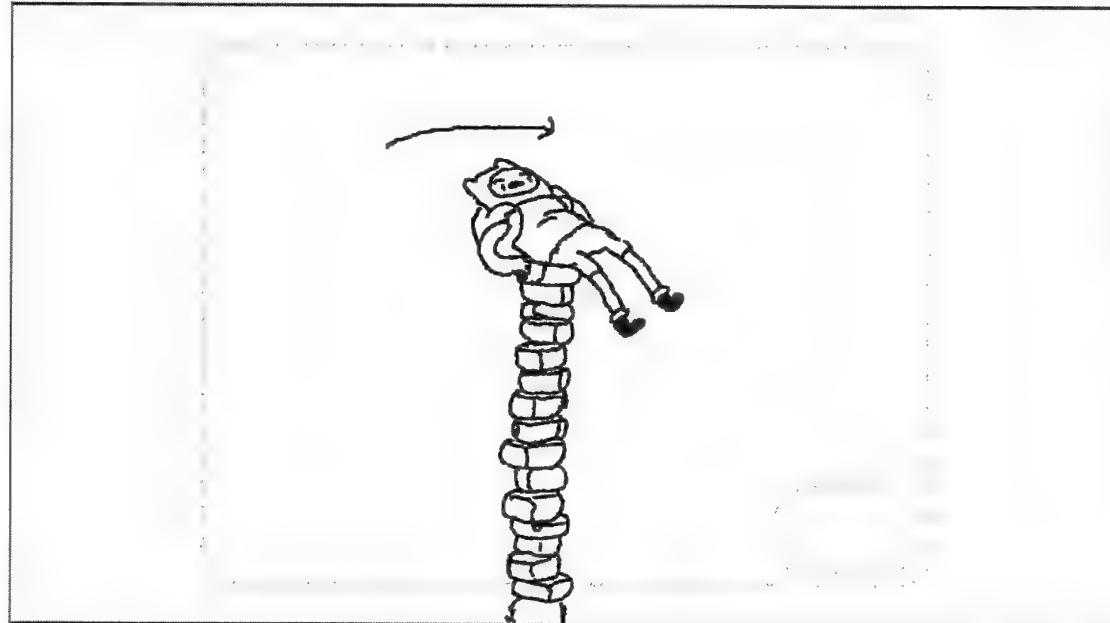
Page 191

Sc. 122

Pnl. B

Bg.

day night



Sc. 123

Pnl. A

Bg.

day night



Dialog:

(C) I FINN!

Action:

PUTS BRICK UNDER HIS BUTT
SLOWLY SWAYING.

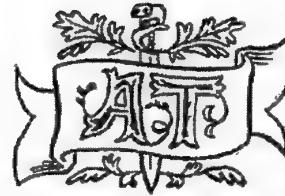
STRUGGLING TO BREATH

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



Sc. 123

Pnl. B

Bg.

day night

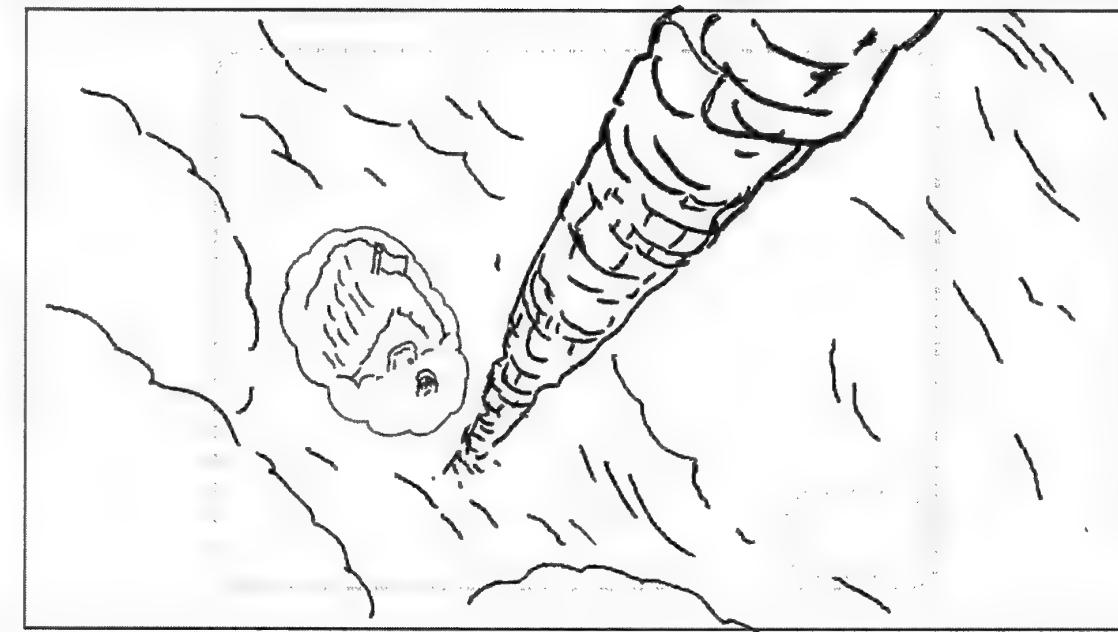


Sc. 124

Pnl. A

Bg.

day night



Dialog:

C / DISTANT

DON'T YOU NEED AIR?
HEY WHAT'S IT LIKE UP
THERE?

ABOVE THE ATMOSPHERE.

NOT SURE ABOUT THIS LINE

Action:

-STRUGGLING TO BREATH
- SWAYING

Timing:

Production :

EPISODE # 1025-168

Page 192

ADVENTURE TIME

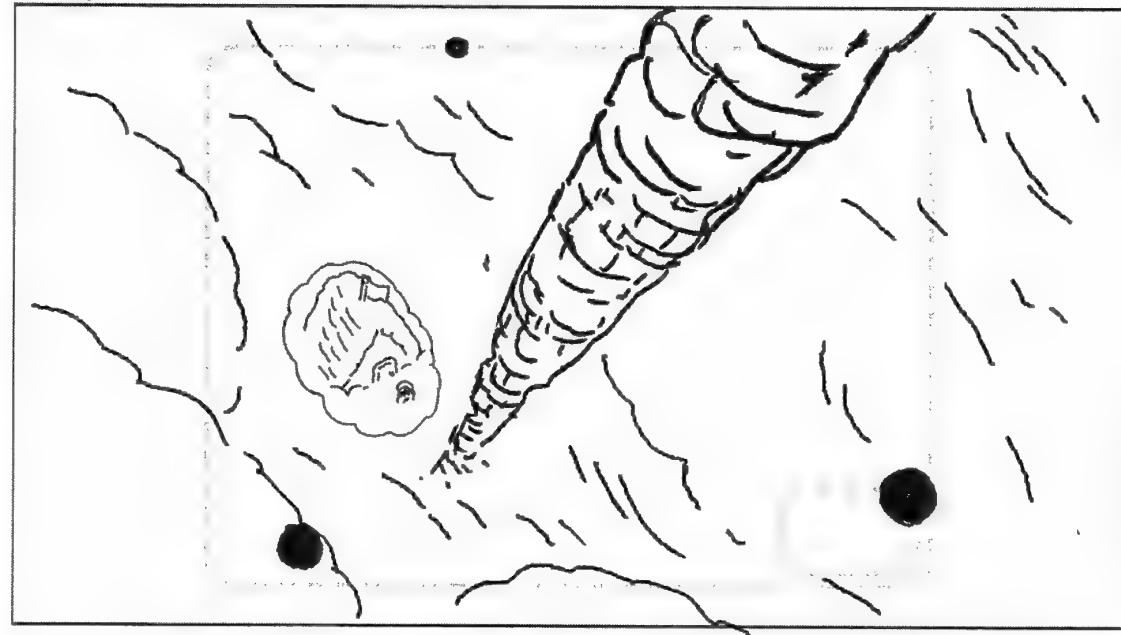


Sc. 124

Pnl. B

Bg.

day night

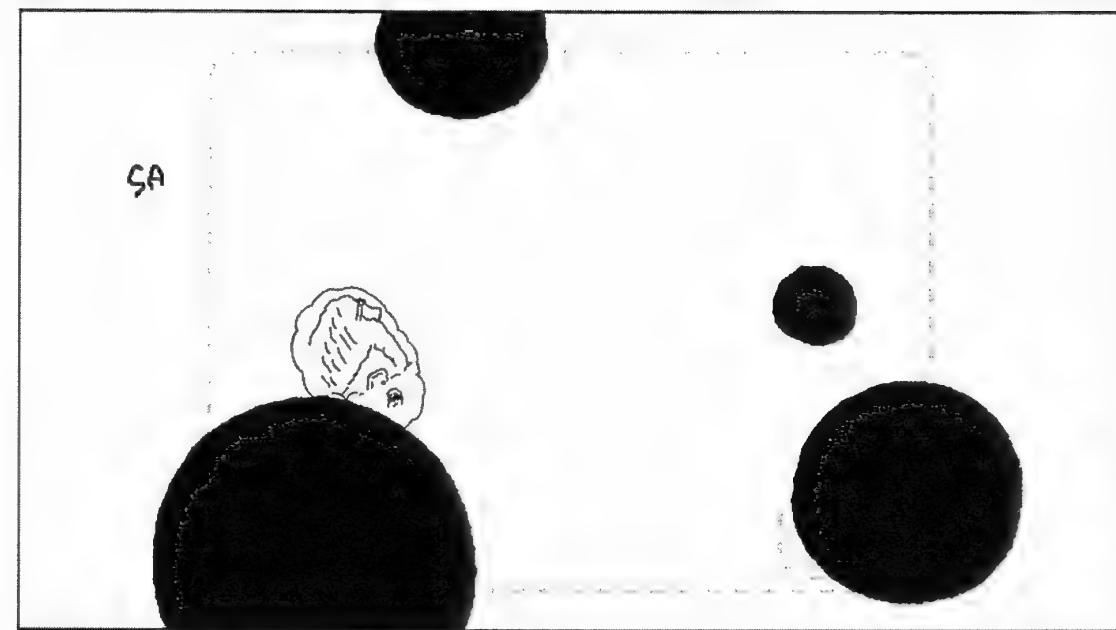


Sc. 124

Pnl. C

Bg.

day night



Dialog:

(C) I'M THINKING I COULD TURN INTO SPACE ICE OR SOMETHING!

Action:

- BLACK SPOTS BLOOMING IN
FINN'S VISION, HOUSE RECEDING

Timing:

EPISODE # 1025-168

Production :

Page 193

ADVENTURE TIME

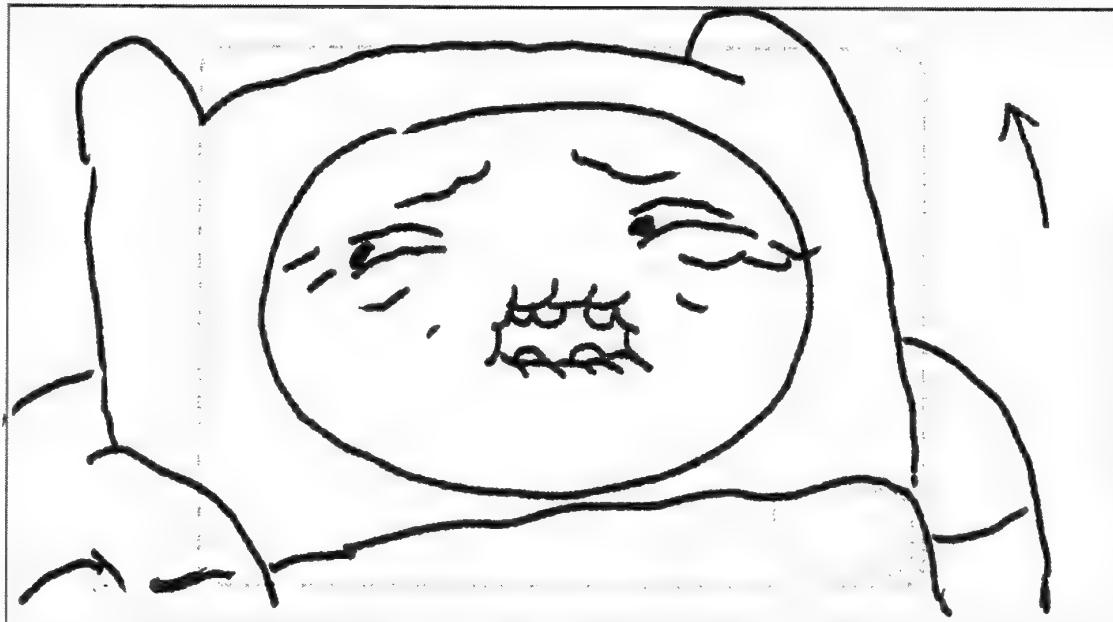


Sc. 125

Pnl. A

Bg.

day night



Sc. 125

Pnl. B

Bg.

day night



Page 194

Dialog:

Action:

STRUGGLING TO BREATH

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

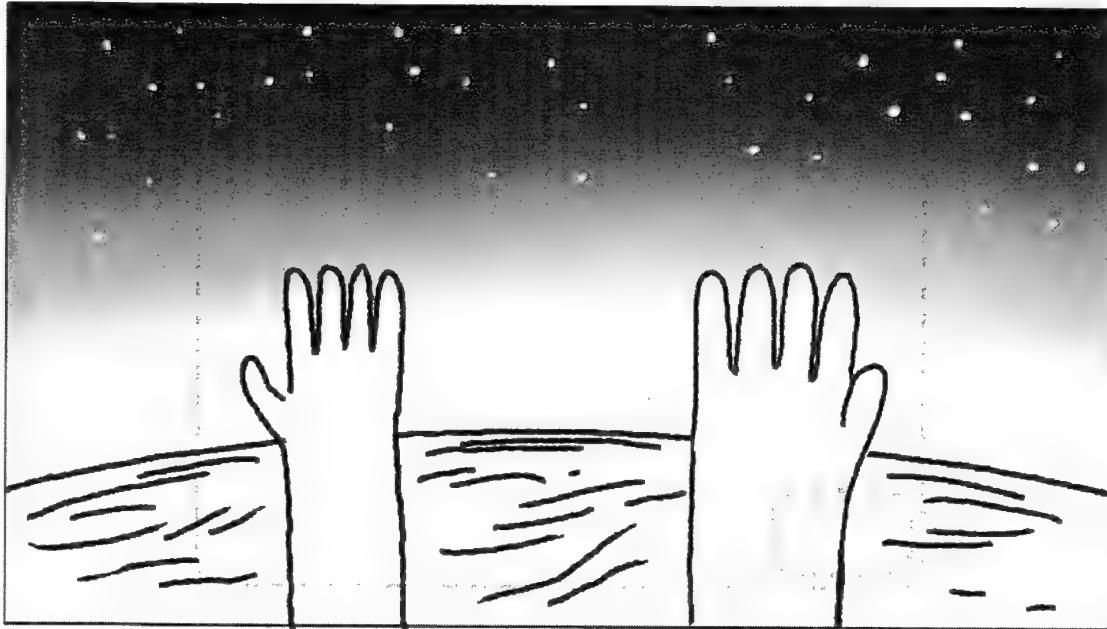


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Page 195

Sc. 126

Pnl. B

Bg.

day night



FINGERS GROW / SHRINK.

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 196

Sc. 127

Pnl. A

Bg.

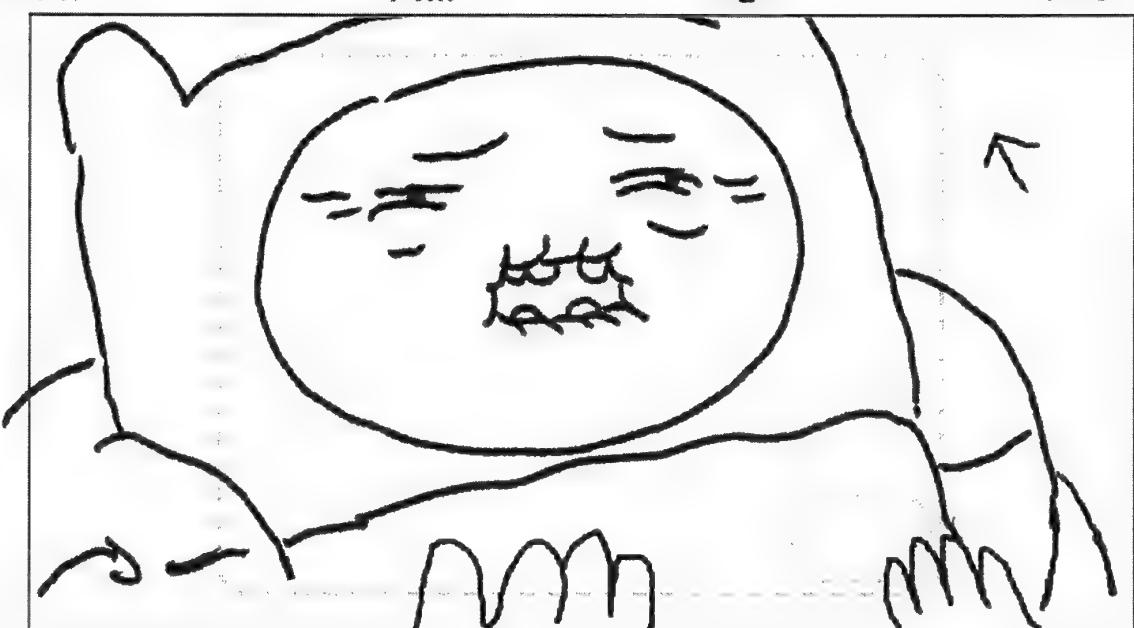
day night

Sc. 127

Pnl. B

Bg.

day night



Dialog:

(F) / ??

Action:

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

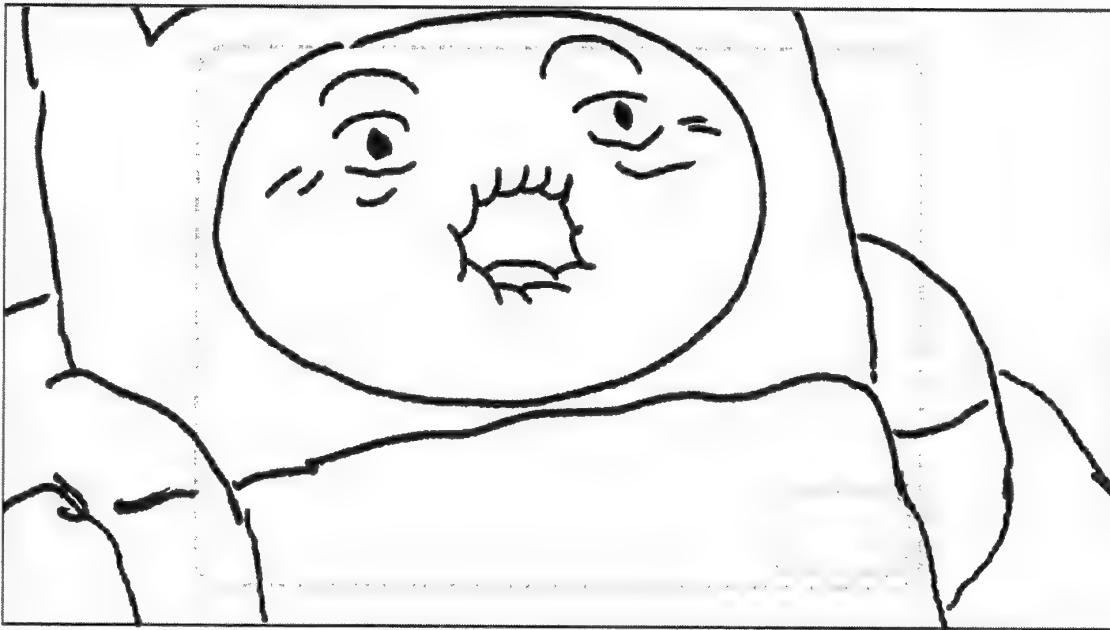


Sc. 127

Pnl. C

Bg.

day night



Sc. 128

Pnl. A

Bg.

day night



Page 197

Dialog:

(F)

H O H !
(NO AIR)

(F): BREATHING EXCITEDLY:

Action:

HE CAN'T BELIEVE IT.

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 198

Sc. 128

Pnl. B

Bg.

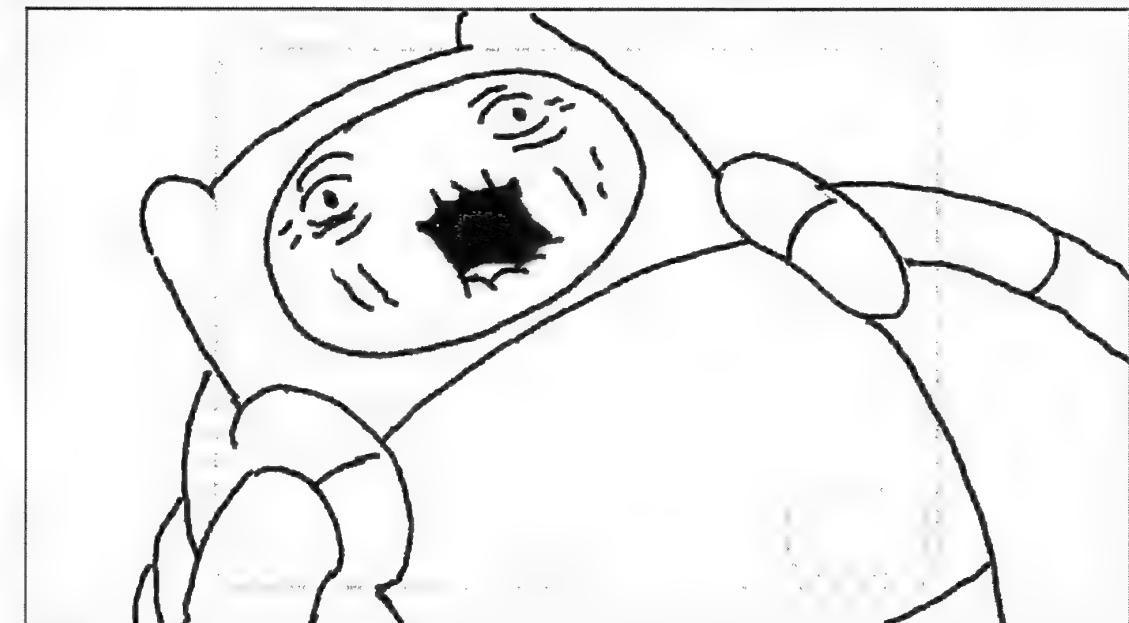
day night

Sc. 129

Pnl. A

Bg.

day night



Dialog:

Action:

A PORTAL LIKE THE ONES IN
THE CITADEL. LOOK ON CLOUDS OF ANOTHER
WORLD.

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 199

Sc. 12a

Pnl. B

Bg.

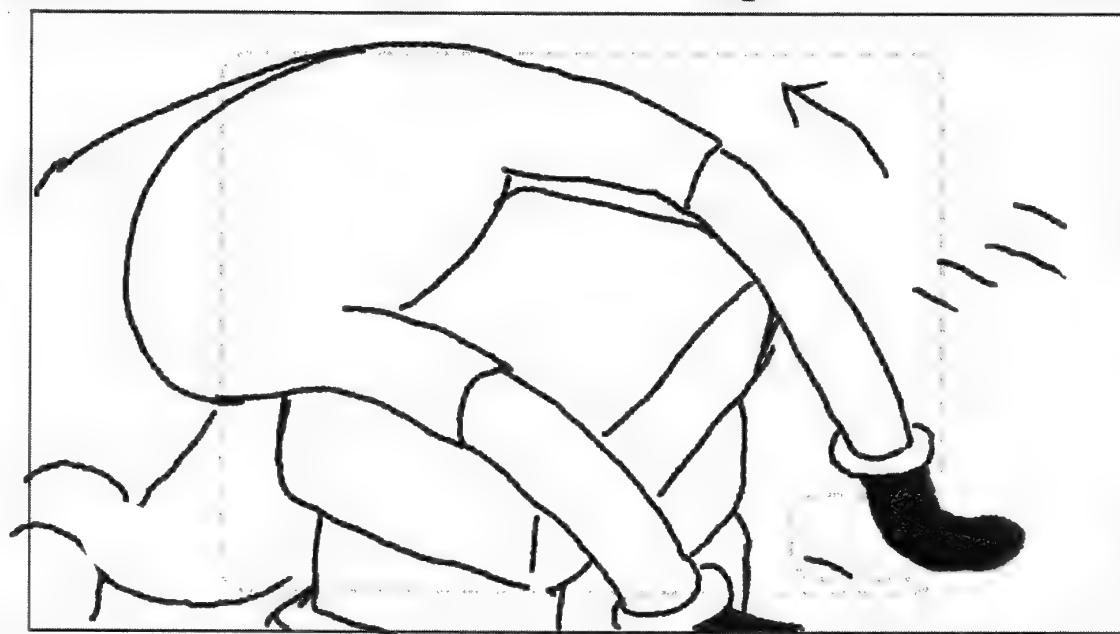
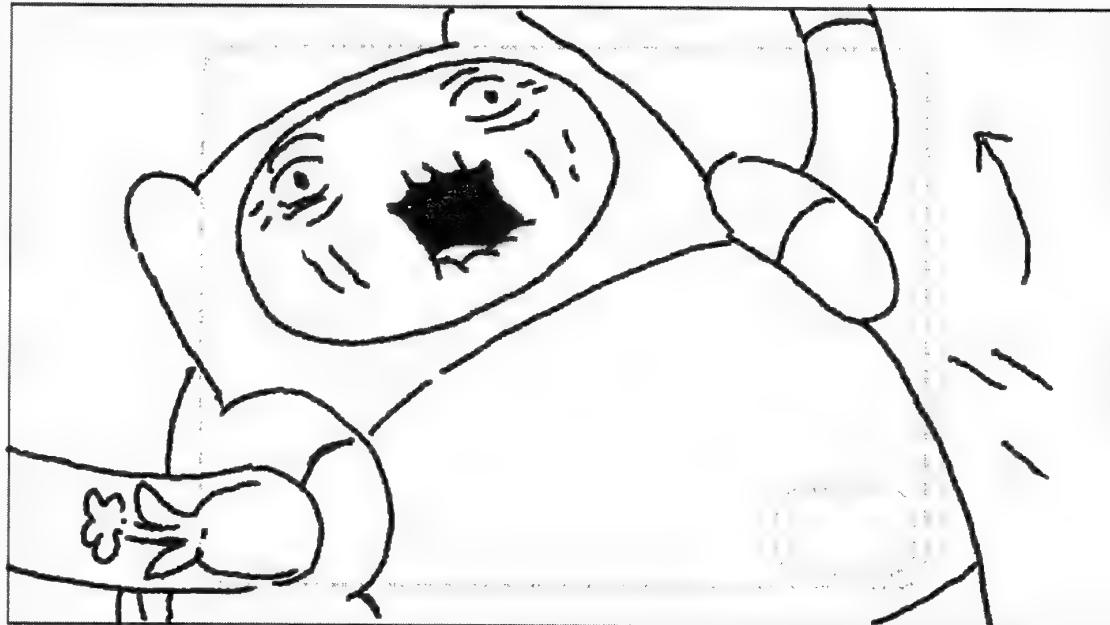
day night

Sc. 12a

Pnl. C

Bg.

day night



Dialog:

① H H H O H H !

Action:

SLIDES OFF

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



200
Page _____

Sc. 130

Pnl. A

Bg.

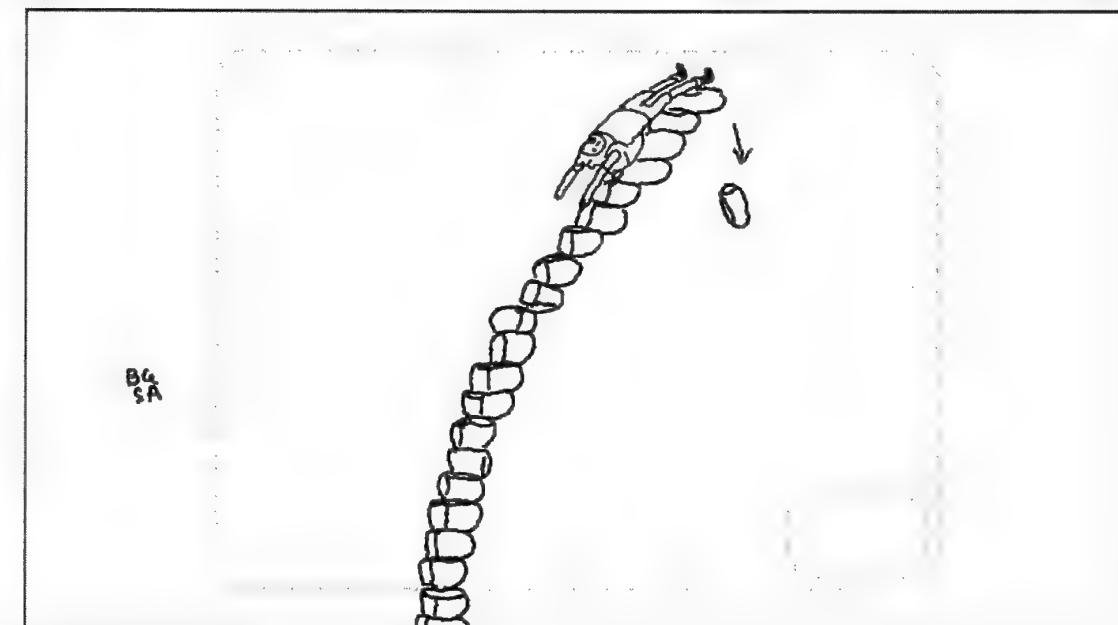
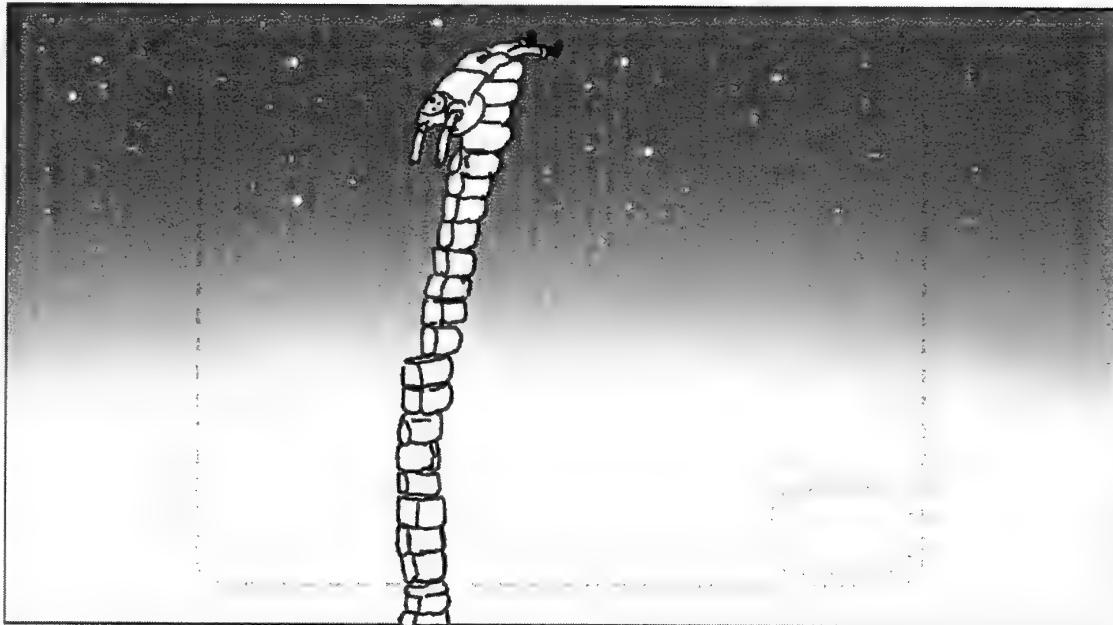
day night

Sc. 130

Pnl. B

Bg.

day night



Dialog:

Action:

SLIDING DOWN THE STACK WHILE IT LEANS PRECARIOUSLY

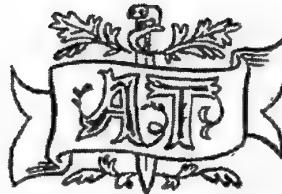
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Page 201

Sc. 130

Pnl. C

Bg.

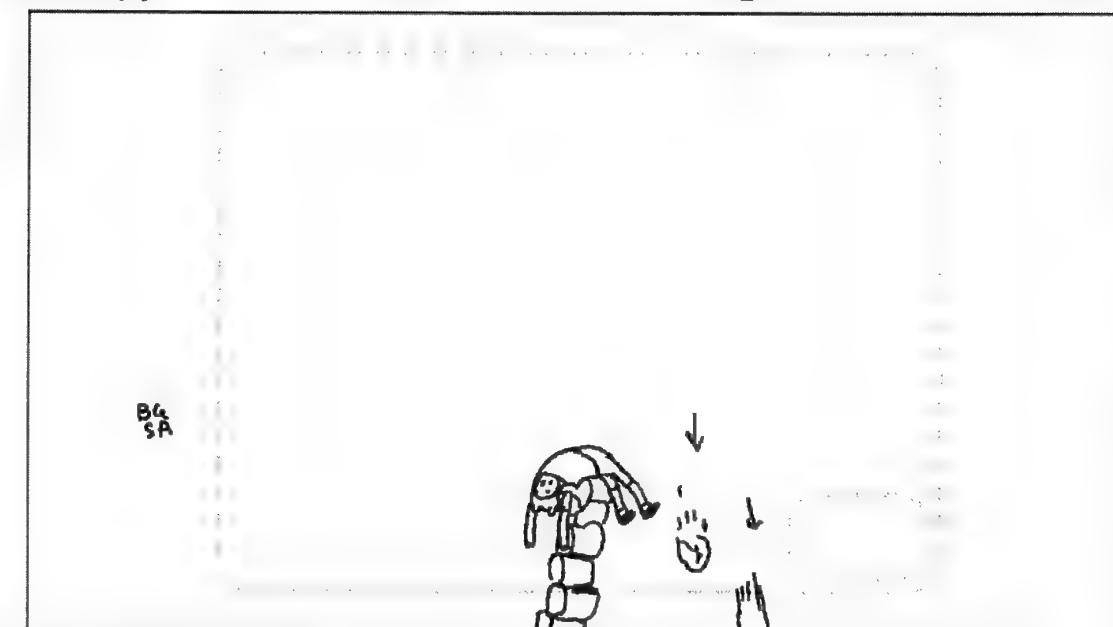
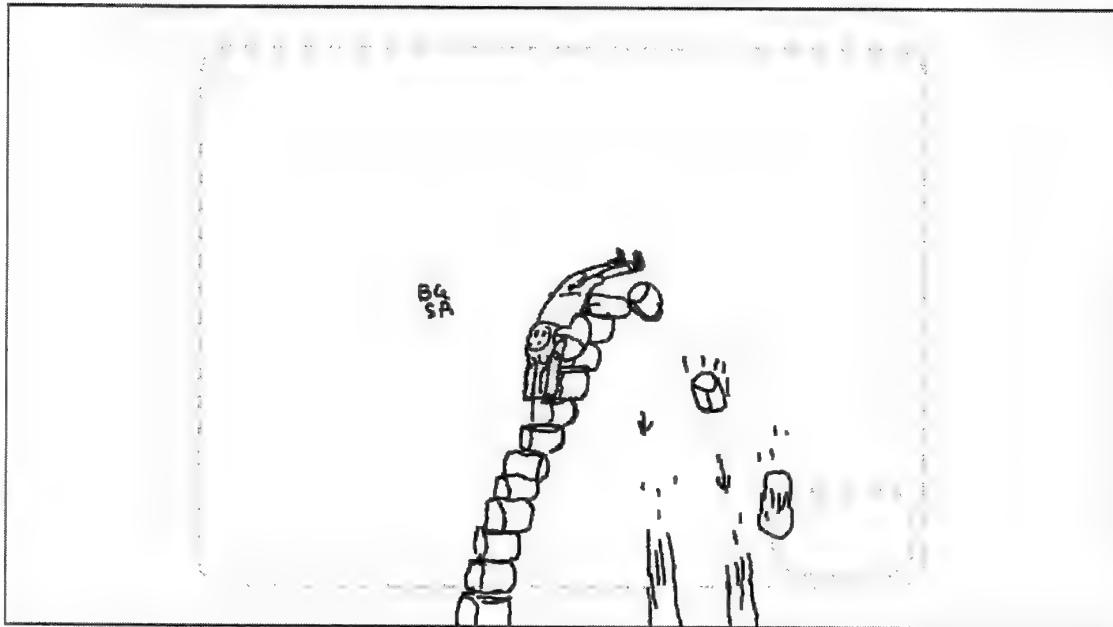
day night

Sc. 130

Pnl. D

Bg.

day night



Dialog:

Action:

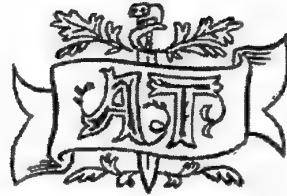
BRICKS BURNING UP IN THE ATMOSPHERE.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



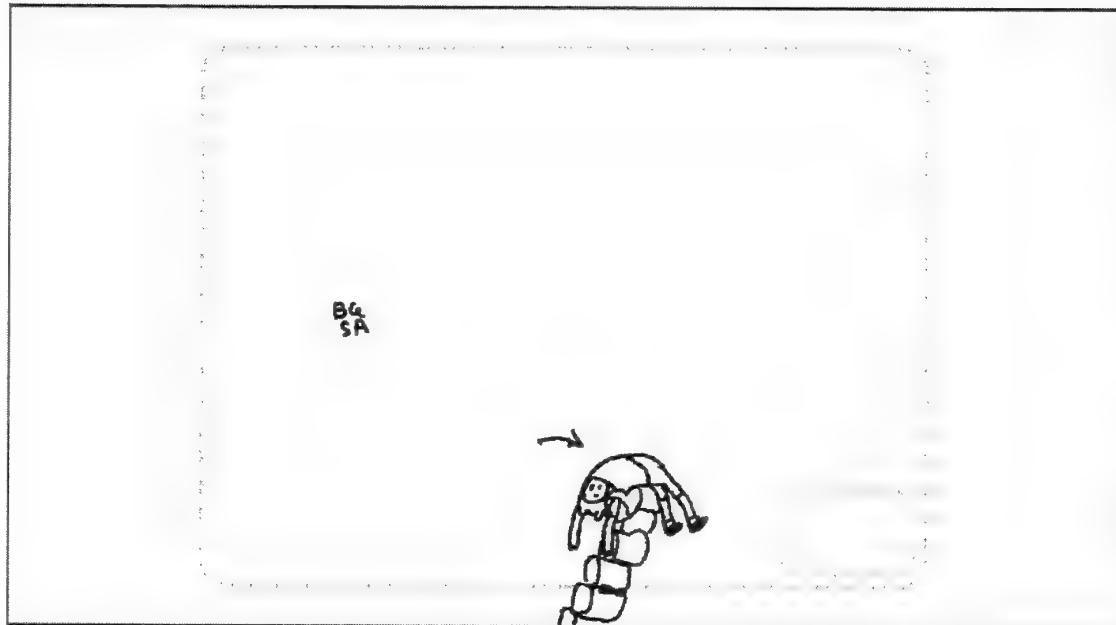
Page 202

Sc. 130

Pnl. E

Bg.

day night

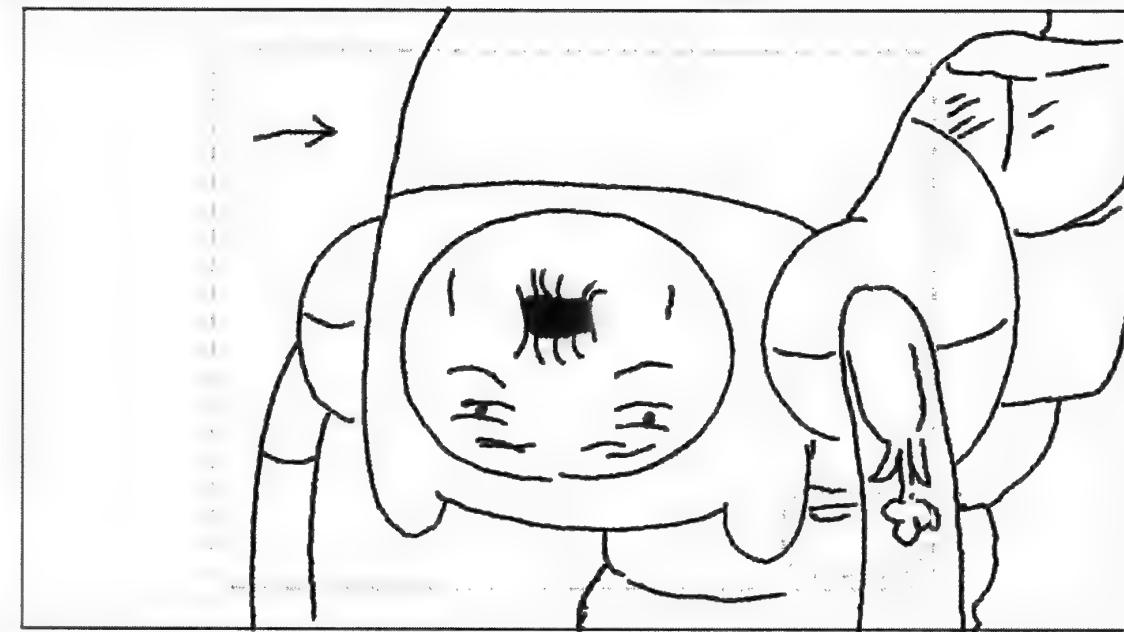


Sc. 131

Pnl. A

Bg.

day night



Dialog:

F! H H H H H!

Action:

- KEEPS TILTING OVER,
- STOPS. SO SCARY

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME



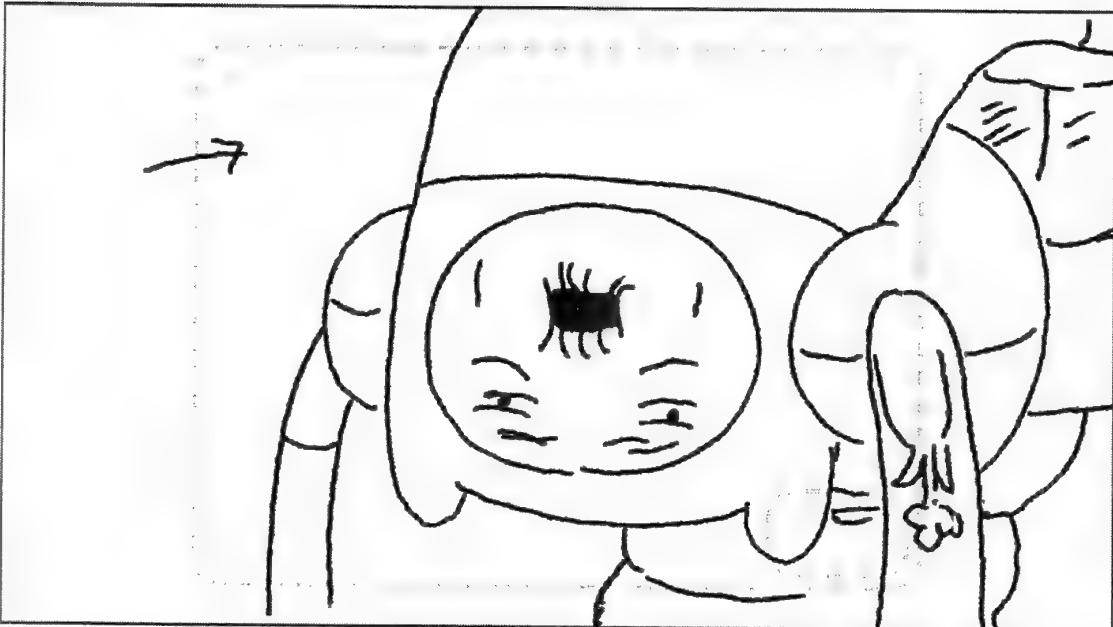
Page 202

Sc. 131

Pnl. B

Bg.

day night

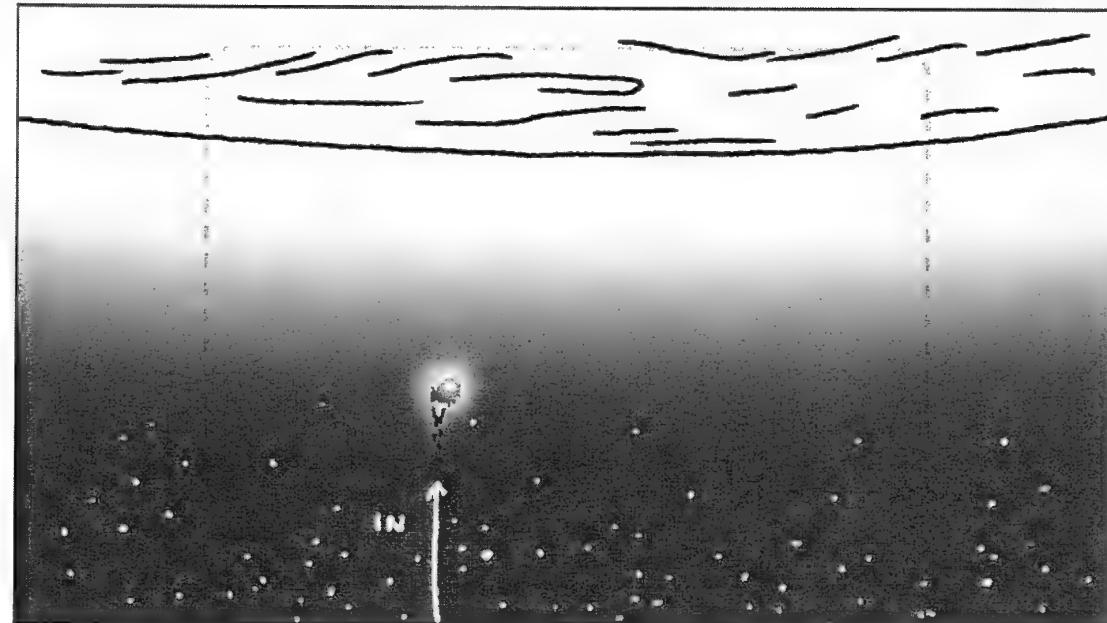


Sc. 132

Pnl. A

Bg.

day night



Dialog:

Action:

END pos.

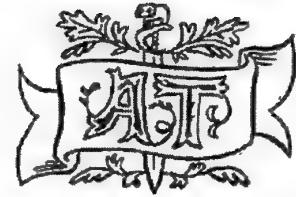
- SHIP ENTERS FROM SPACE
- FINN'S P.O.V.

Timing:

Production :

EPISODE # 1025-168

ADVENTURE TIME

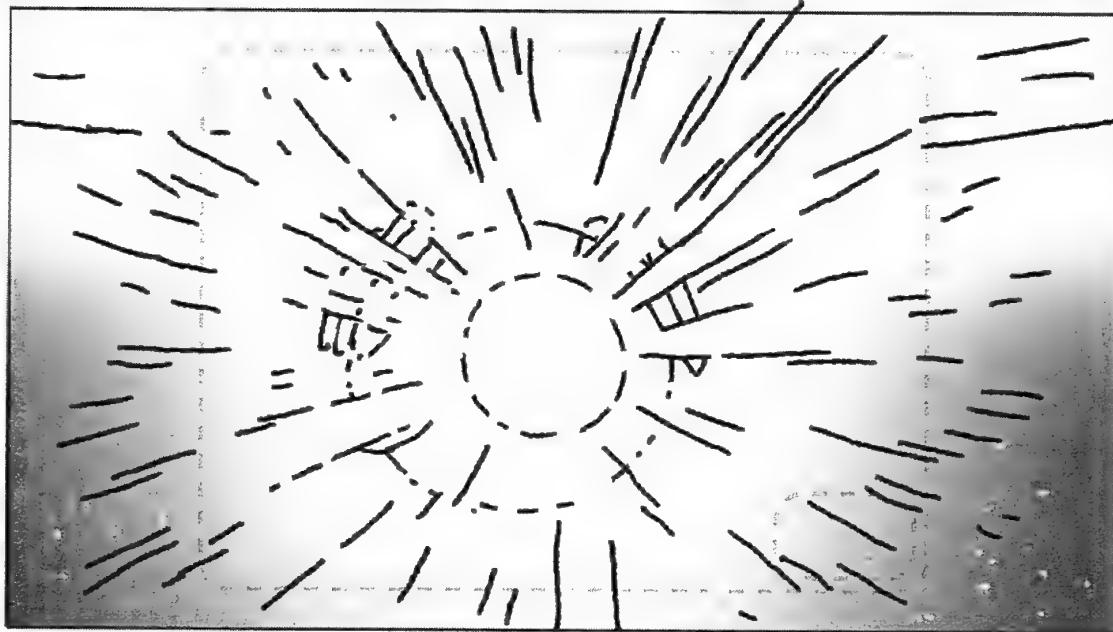


Sc. ~~132~~ 132

Pnl. B

Bg.

day night

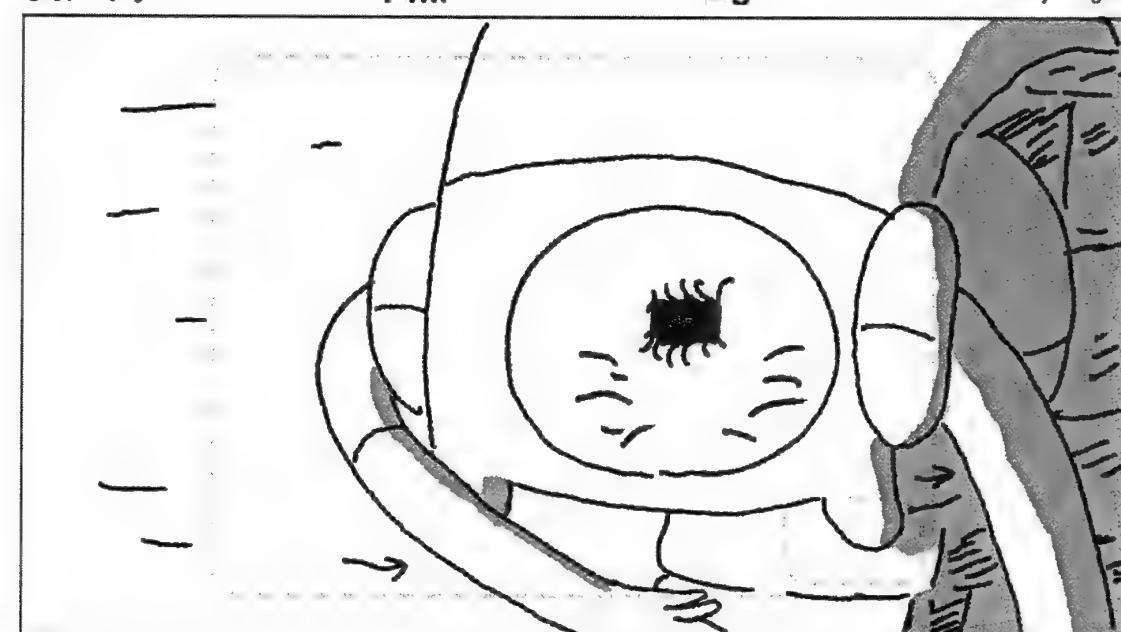


Sc. 133

Pnl. A

Bg.

day night



Page 204

Dialog:

F/ DRAAHHD! : :

Action:

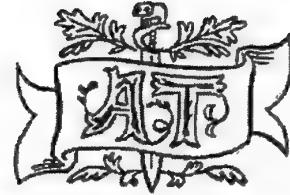
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 205

Sc. 133

Pnl. B

Bg.

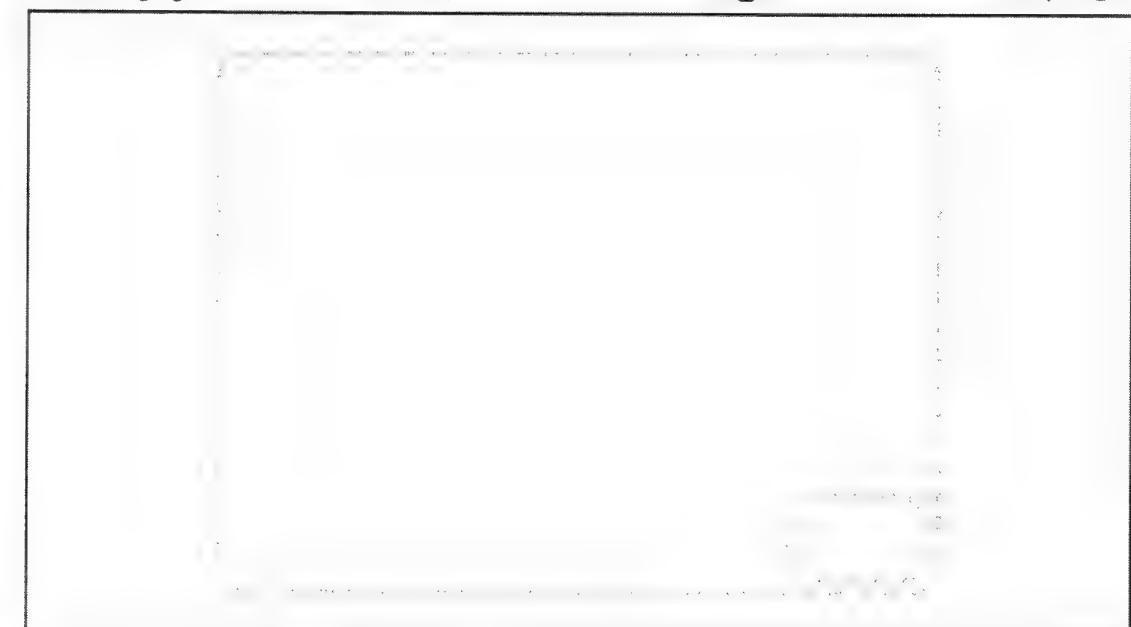
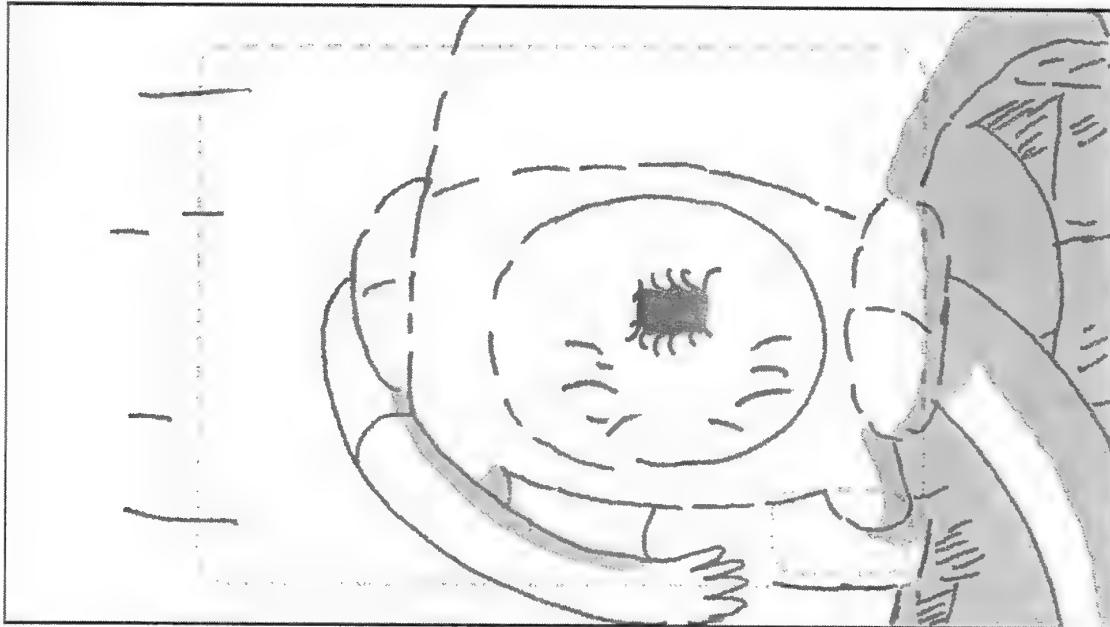
day night

Sc. 133

Pnl. C

Bg.

day night



Dialog:

Action:

1 - WHITE OUT. 1 -

Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

134

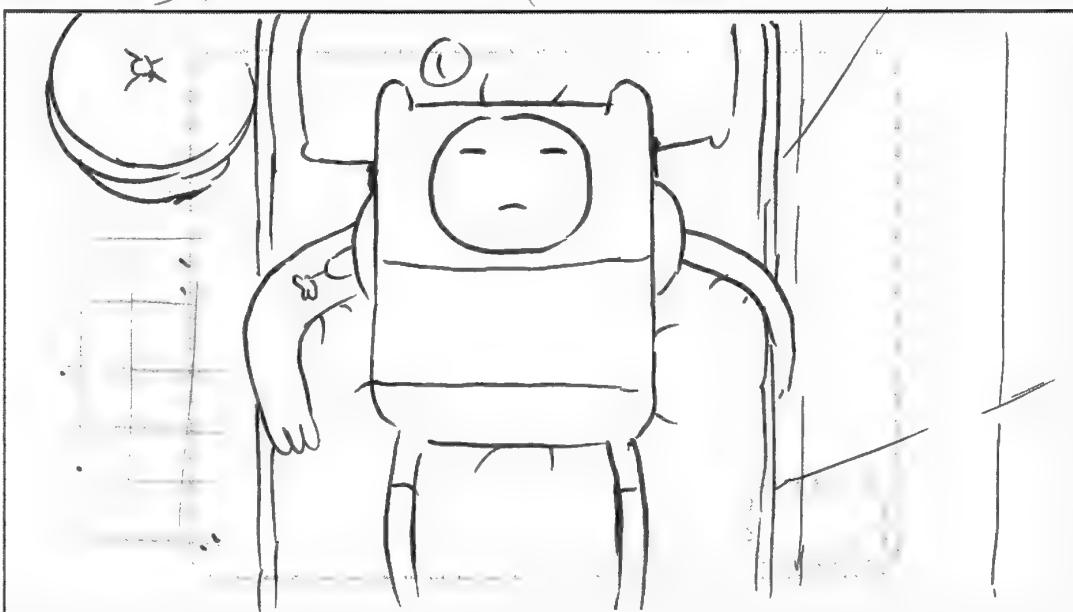
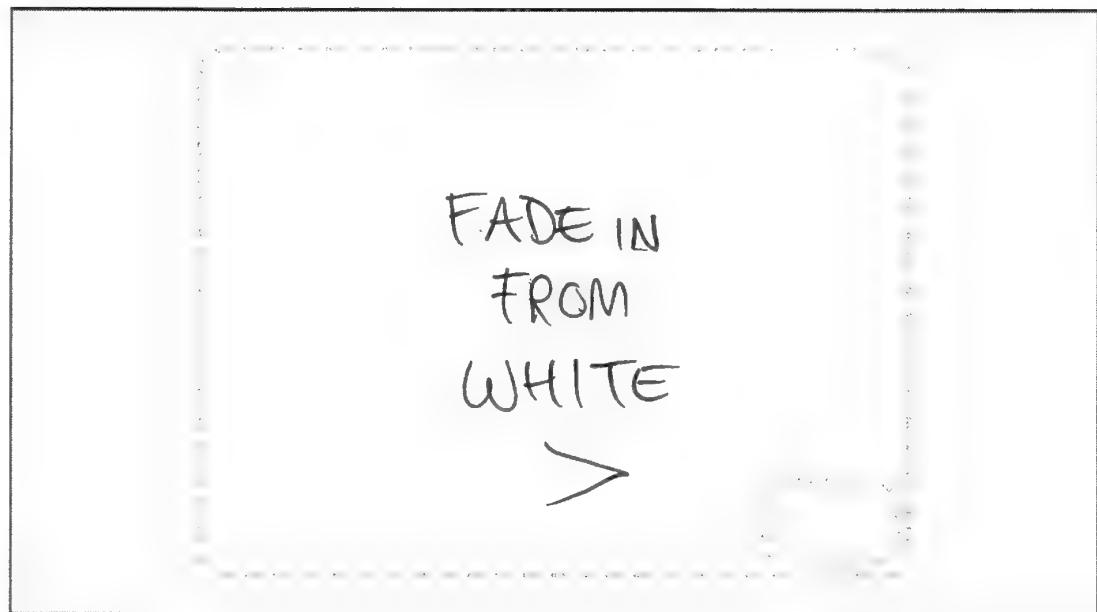
Pnl.

A

Bg.

Page 206

day night



Dialog:

Action:

Timing:

(3) Finn blinks twice



EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

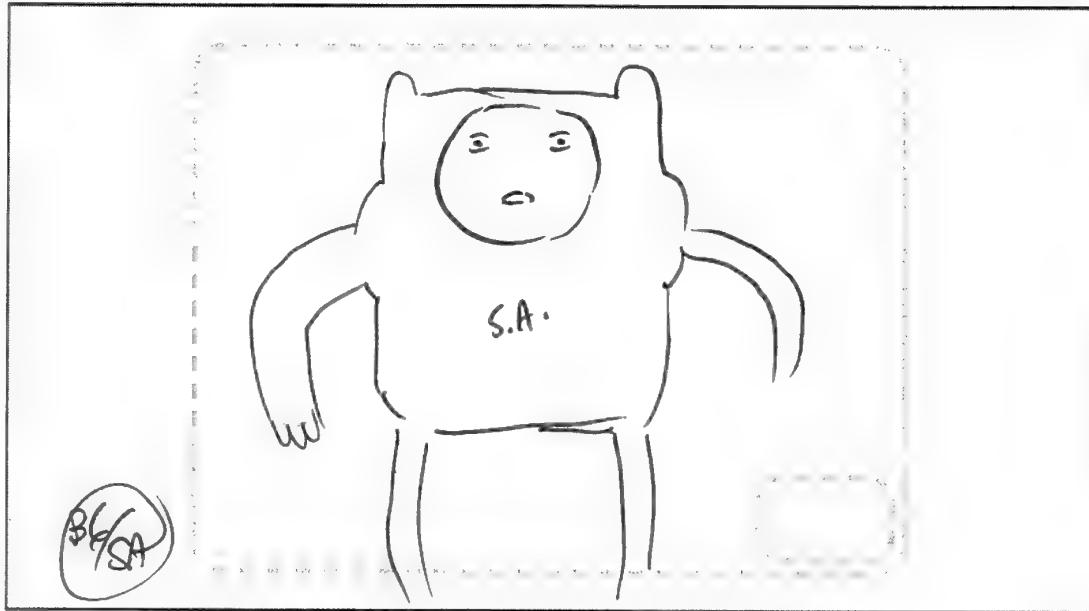
134

Pnl.

B

Bg.

day night



Sc.

135

Pnl.

A

Bg.

day night



Page 207

1025 - 168

EPISODE #

Production :

Dialog:

(Finn) * ugh... *

(F) oh man... my nog master.

Action:



Timing:

ADVENTURE TIME

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Sc.

135

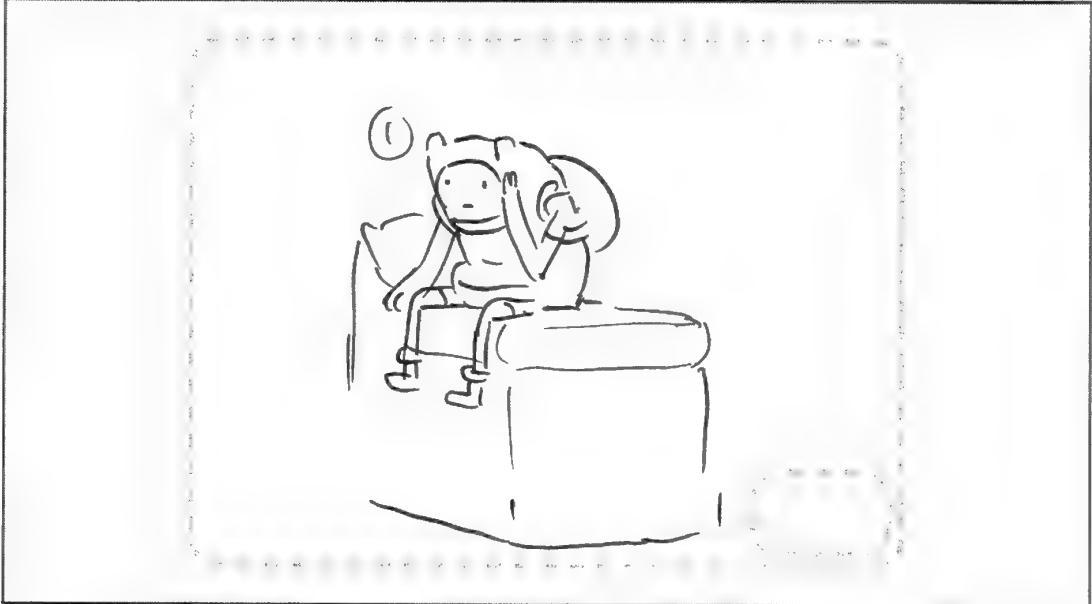
Pnl.

B

Bg.



day night



Sc.

135

Pnl.

C

Bg.

Page

208



Dialog:

Action:

Timing:



EPISODE #

Production :

1025-16E

ADVENTURE TIME



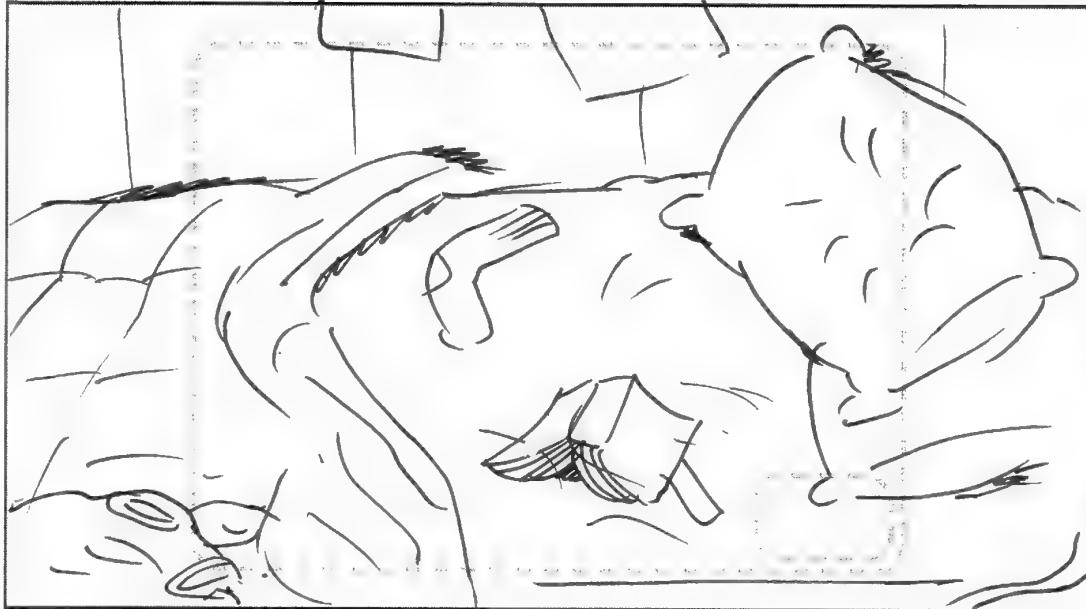
Sc.

136

Pnl. A

Bg.

day night



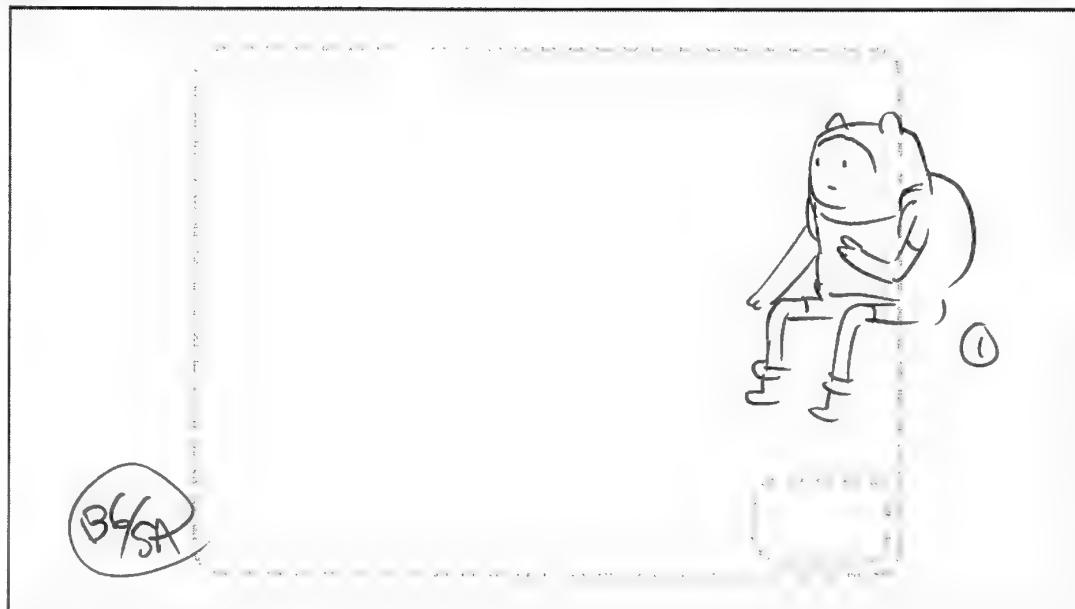
Sc.

137

Pnl. A

Bg.

day night



Page

209

1025-168

EPISODE #

Production :

Dialog:

Action: slept in bed with "dad-clothes" on it
and "dad-stuff" near it.

Timing:



ADVENTURE TIME



Sc.

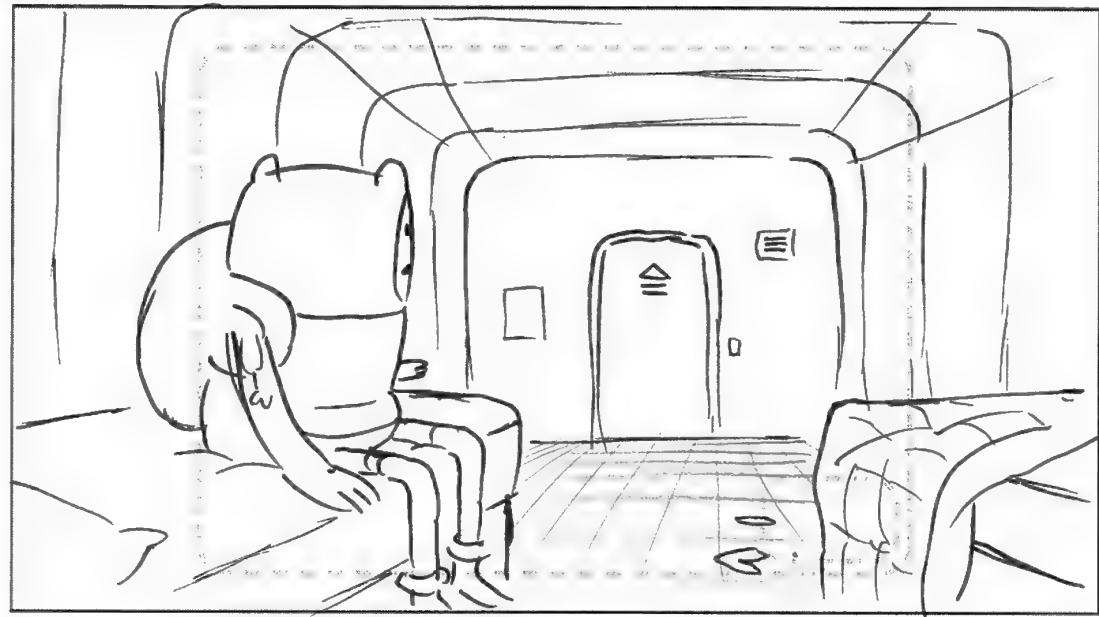
138

Pnl.

A

Bg.

day night



Sc.

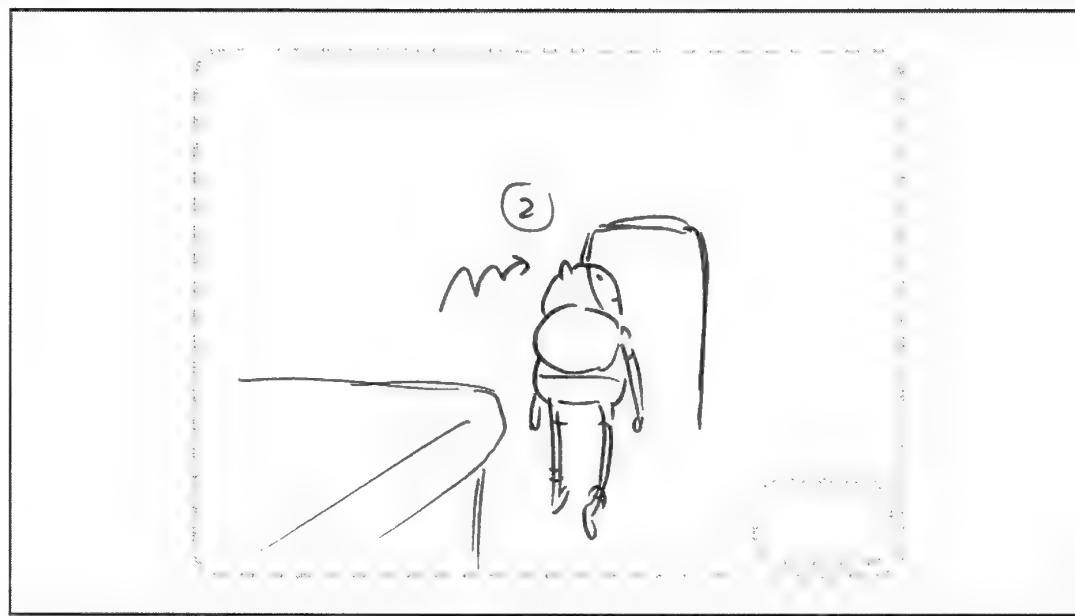
138

Pnl.

B

Bg.

day night



Dialog:

(F:) Hello?

Action:

Timing:



Production :
EPISODE #

1025-168

Page 210

ADVENTURE TIME



Sc.

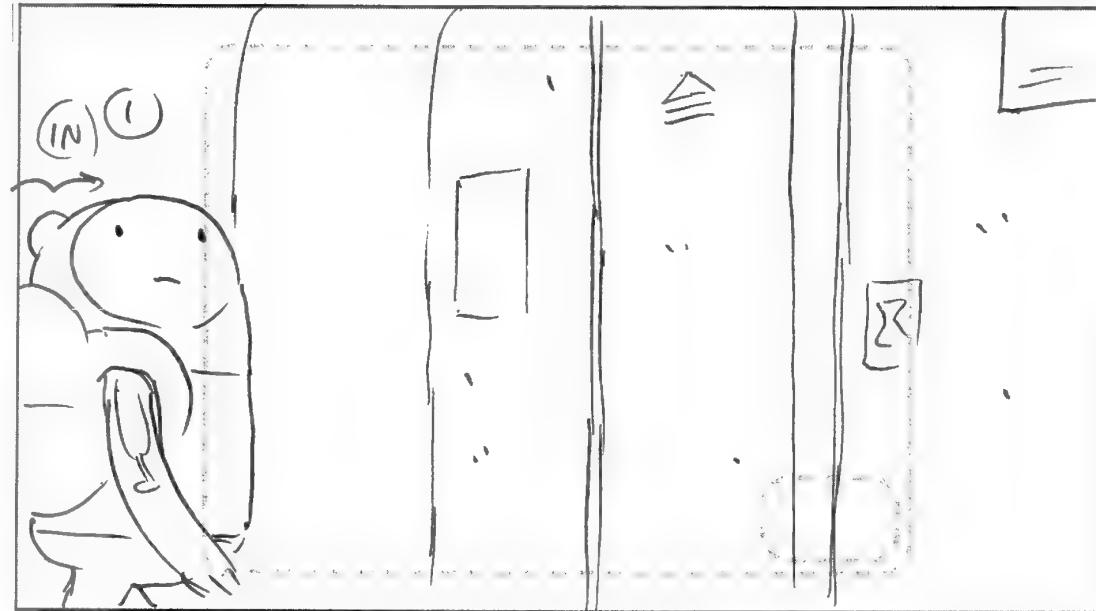
139

Pnl.

A

Bg.

day night



Sc.

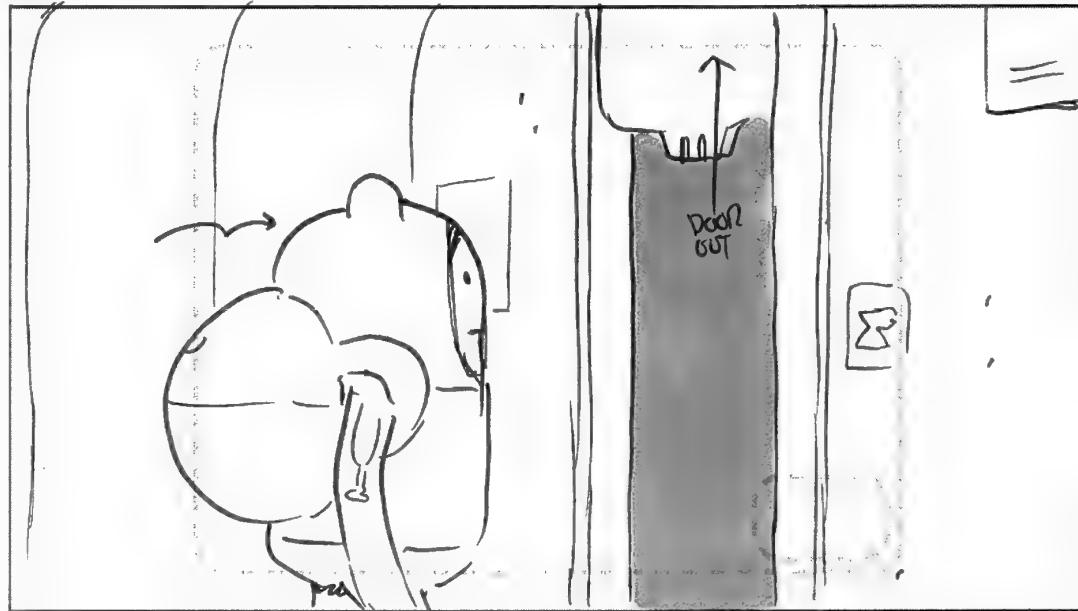
139

Pnl.

B

Bg.

day night



Page 211

1025-168

EPISODE #

Production :

Dialog:

Action:



Timing:

ADVENTURE TIME



Sc. 140

Pnl.

A

Bg.

day night

Sc. 140

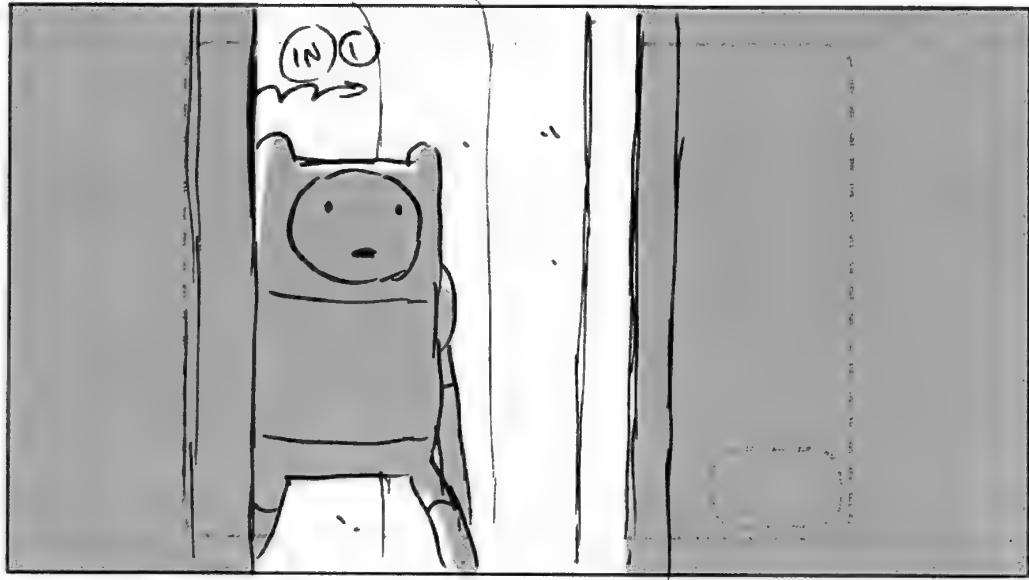
Pnl.

B

Bg.

Page 212

day night



Dialog:

(F:) (1) Hel-- *Oh! (gasped/whispered)*
(2)

Action:

Timing:



EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc. 140

Pnl.

C

Bg.

day night

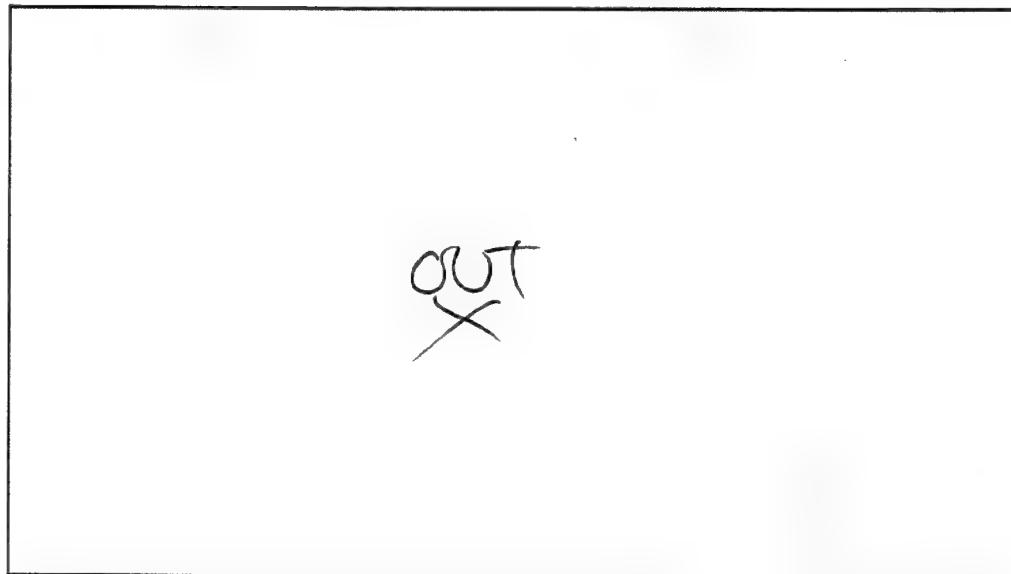
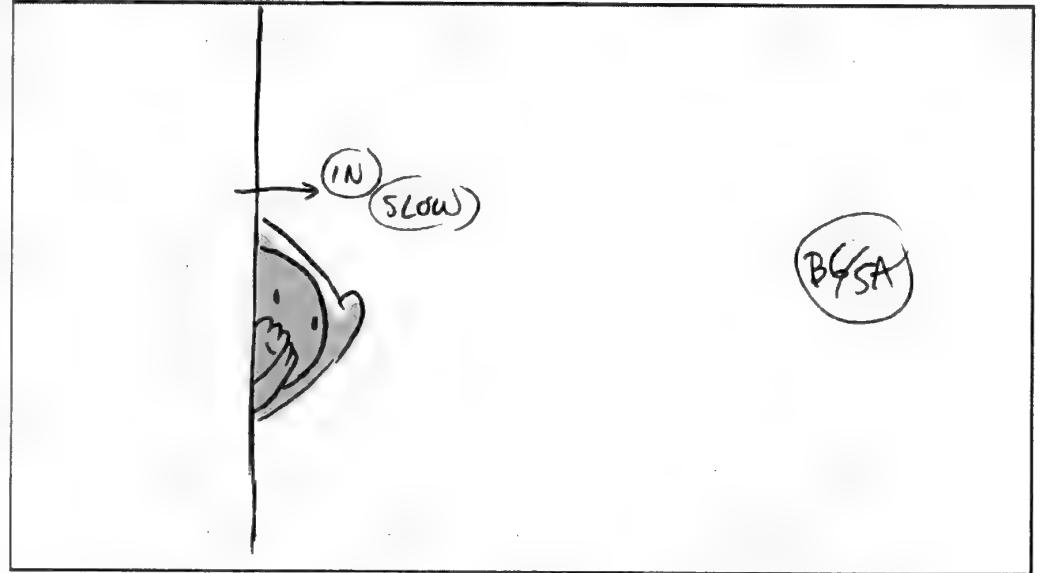
Sc.

Pnl.

Bg.

Page 213

day night



Dialog:

Action:

Finn slowly peeks in.

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

141

Pnl.

A

Bg.

day night

Sc.

141

Pnl.

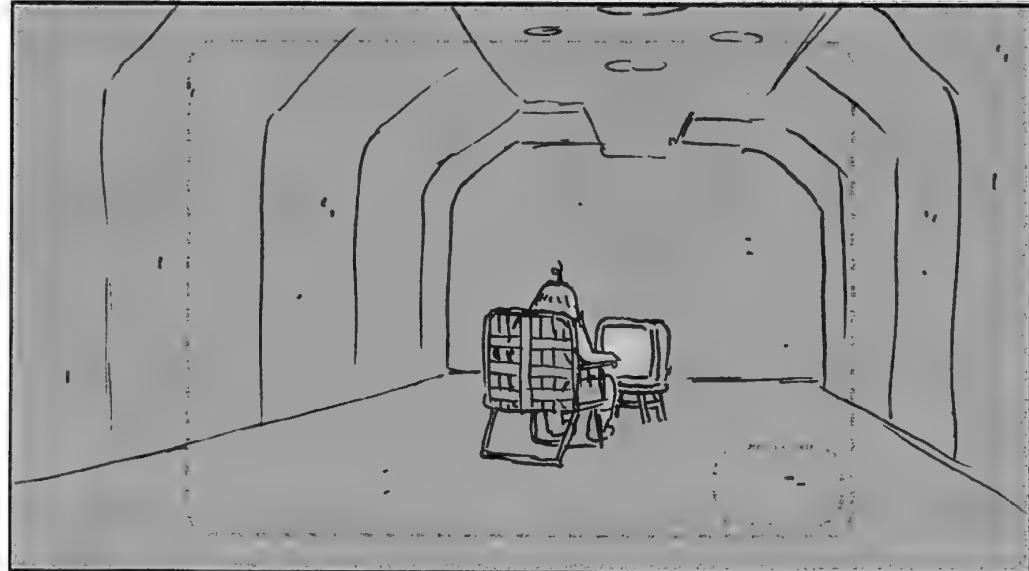
B

Bg.

day night

Page

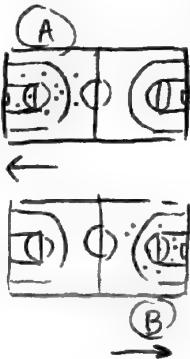
214



Dialog:

(F:) * snort * snicker *

Action:



TV set slowly pans back & forth on basketball game. Player dots scramble around from one end to the other

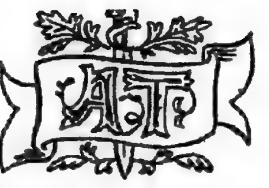
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



215
Page _____

Sc. 142

Pnl. A

Bg.

day night

Sc.

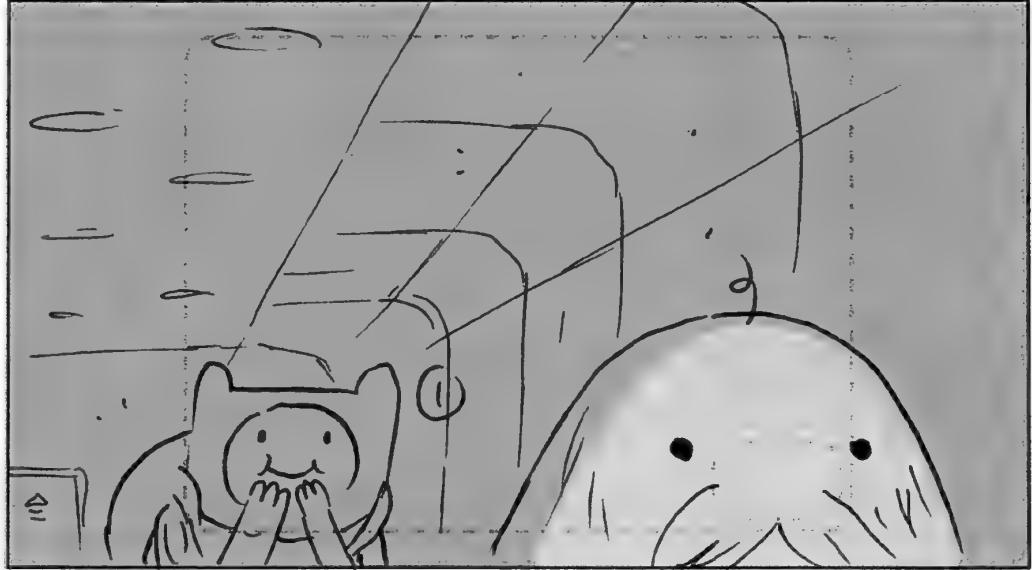
142

Pnl.

B

Bg.

day night



Dialog:

Action:

-Finn sneaks up on Dad.

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc. 142

Pnl. C

Bg.

day night



Sc. 143

Pnl. A

Bg.

day night



Page 216

Dialog:

(F:) (whisper:) hey ...

(F:) (whisper:) hey Dad ...

Action: moves arms, then speaks

-TV pans back & forth slowly on basketball game.

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc. 143

Pnl.

B

Bg.

day night

Sc.

143

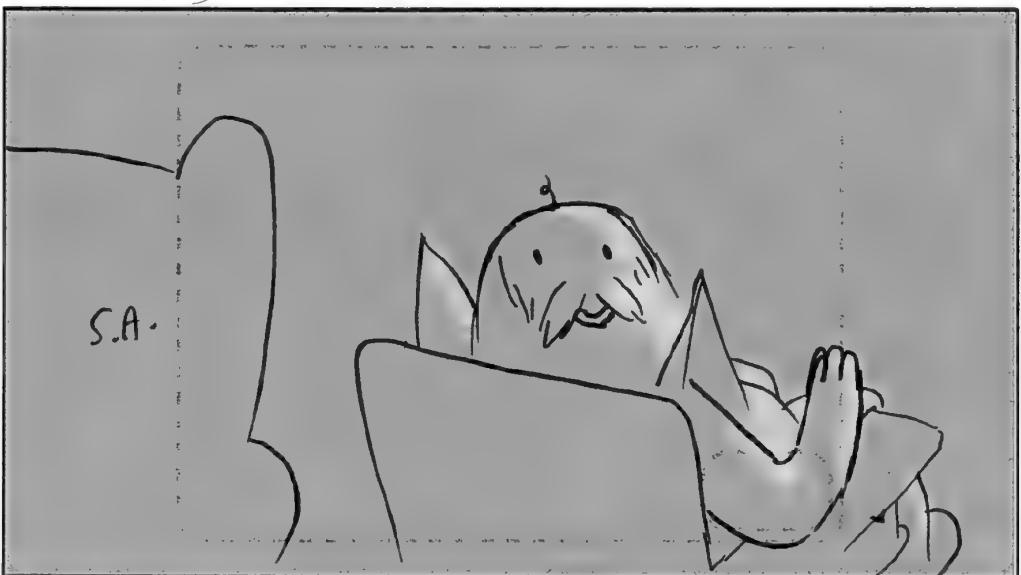
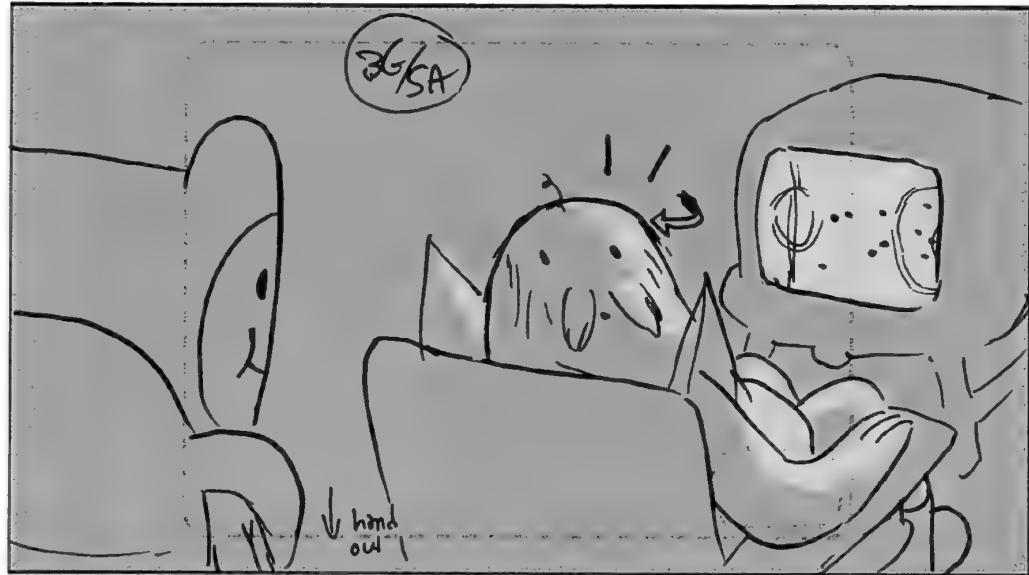
Pnl.

C

Bg.

day night

Page 217



Dialog:

(DAD) (startled) huh!?

should this be
Hynden doing
deep-voice?
Not sure...
-Tom

(DAD) Oh good, you're awa -

Action:

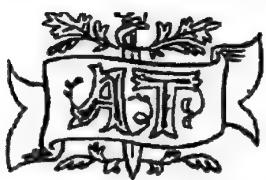
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

144

Pnl. A

Bg.

day night

Sc.

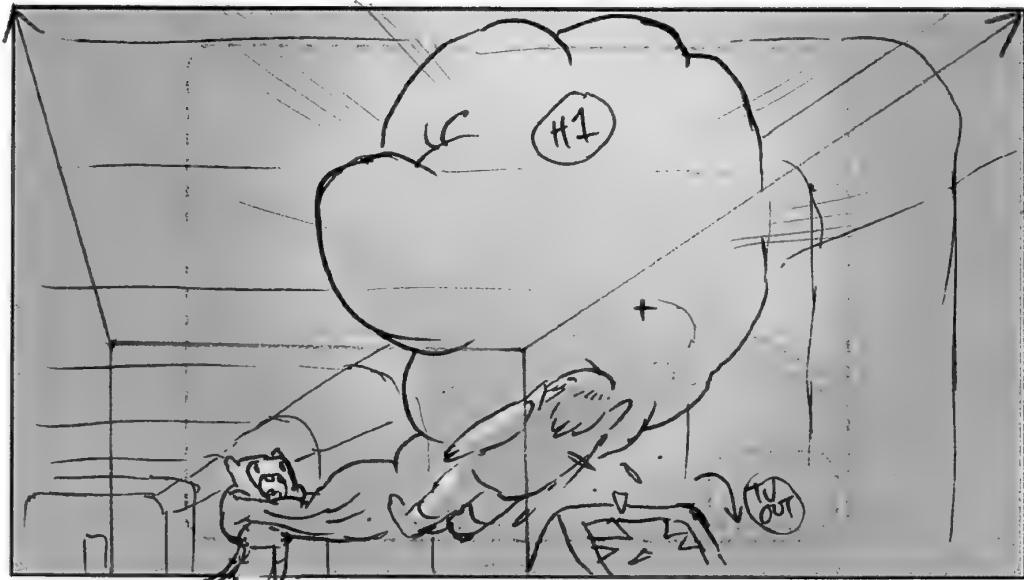
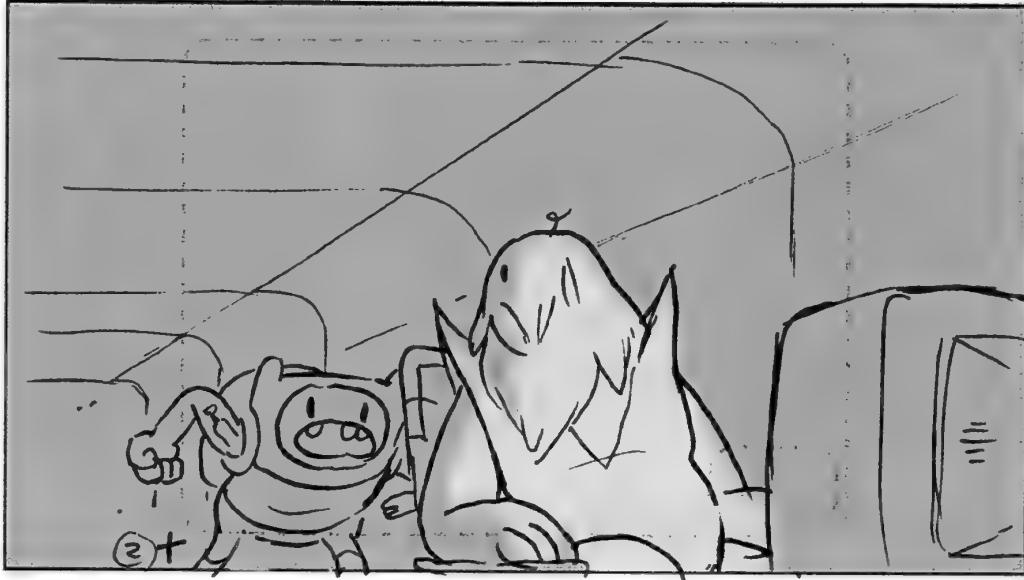
144

Pnl. B

Bg.

Page 218

day night



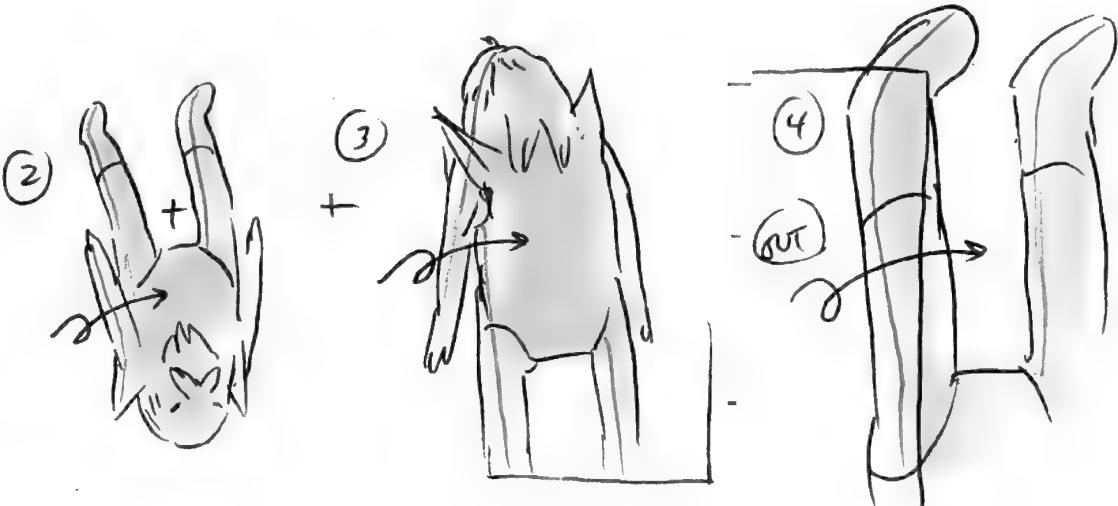
Dialog:

(F) GOTCHA!!

Action:



Timing:



EPISODE #

1025-168

ADVENTURE TIME



Sc.

144

Pnl.

C

Bg.

day night

Sc.

144

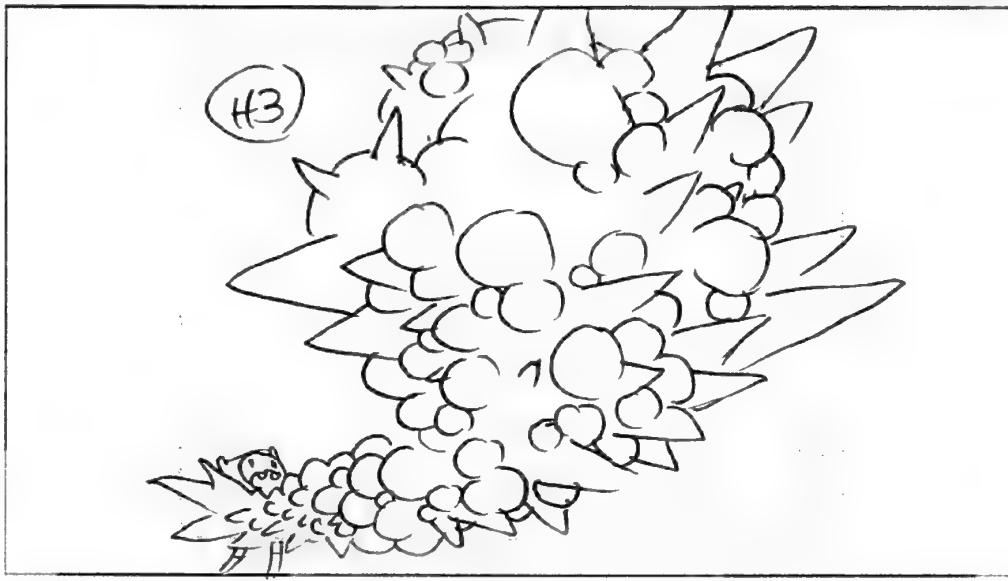
Pnl.

D

Bg.

Page 219

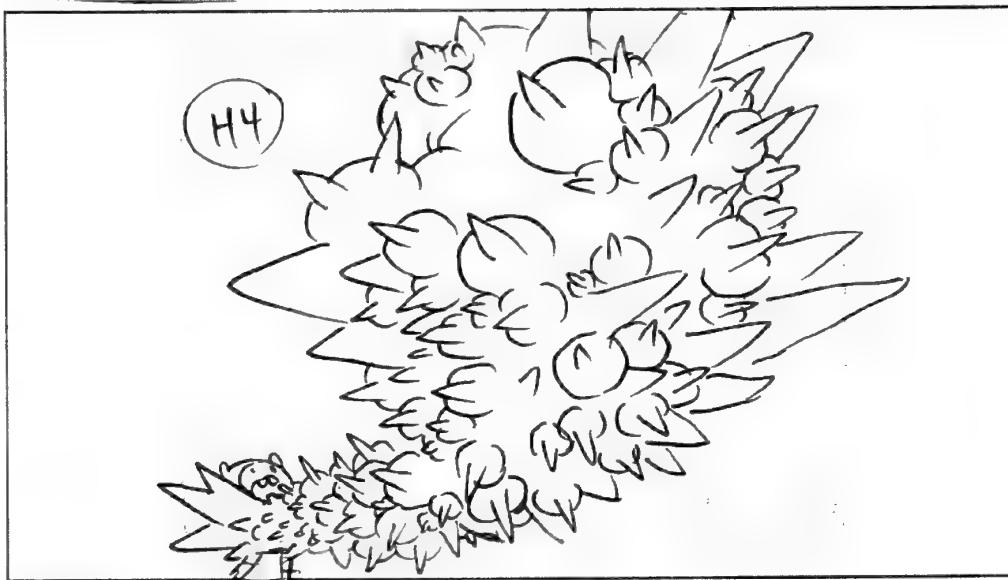
day night



Dialog:

Action: spikes and bubes manifest very quickly, but ~~are~~ slightly staggered, not all in sync.

Timing:



EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

144

Pnl.

E

Bg.

day night

Sc.

144

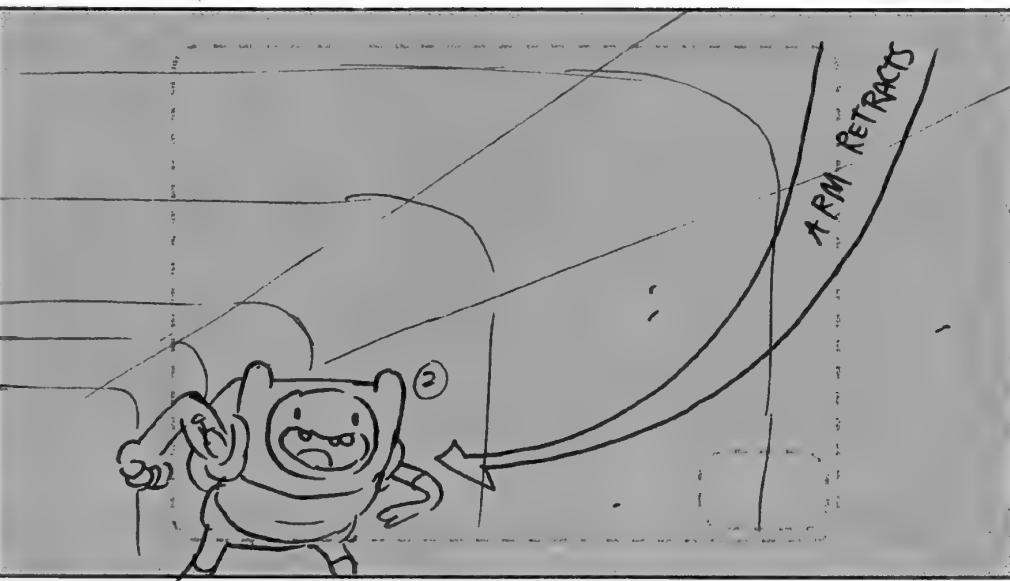
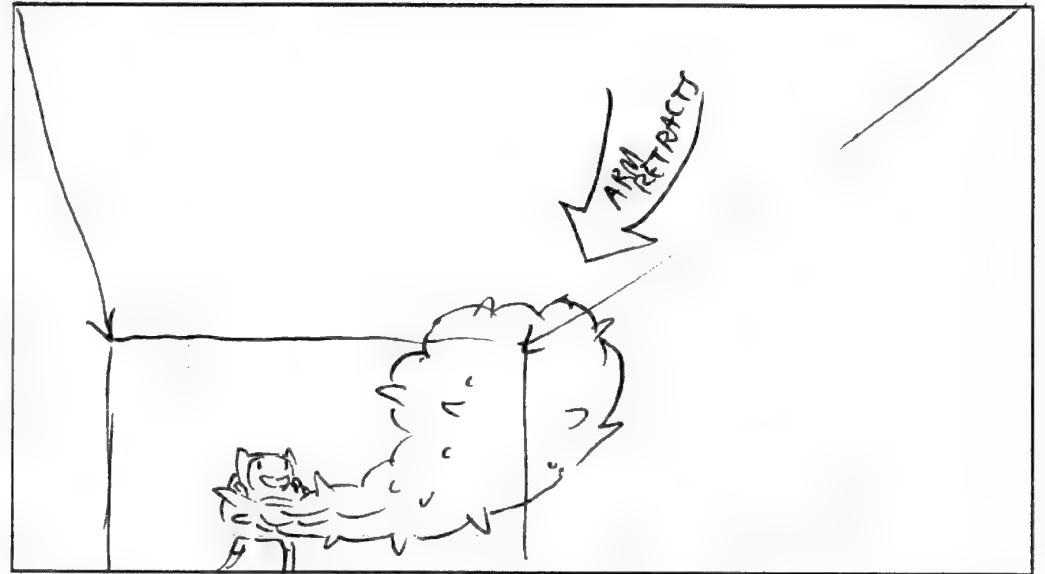
Pnl.

F

Bg.

Page

220



Dialog:

(F:) Haha!

Action:

- Arm retracts very fast
- screen trucks to track arm
- spikes + bubbles recede as arm retracts

Arm fully retracts, then Finn laughs

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc. 144

Pnl. G

Bg.

day night

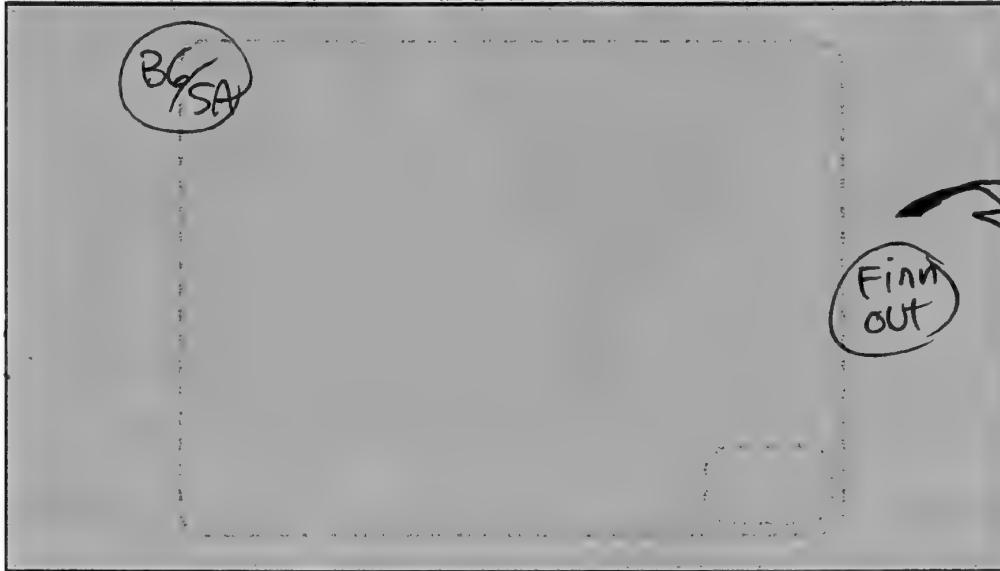
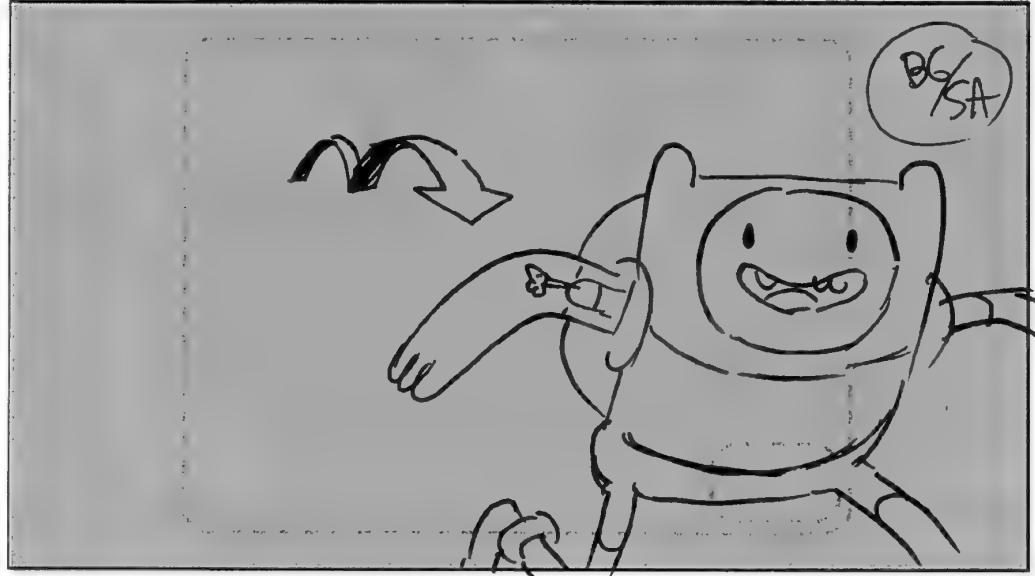
Sc. 144

Pnl. H

Bg.

day night

Page 221



1025-16E

EPISODE #

Production :

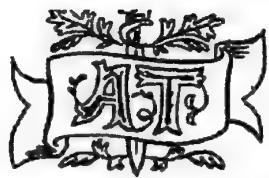
Dialog:

(F:) heh heh heh !

Action:

Timing:

ADVENTURE TIME



Sc. 145

Pnl. A

Bg.

day night



Page 222

Sc. 146

Pnl. A

Bg.

day night



1025-168

EPISODE #

Production :

Dialog:

DAD: * moaning *

FINN: gir - givvit - gimme - rrr - give →

(F) → gimme - give -

Action:

A B A B C D B

B C D

Timing:

- Finn tries to pull Dad's arm off.

ADVENTURE TIME



Sc.

147

Pnl.

A

Bg.

day night



Page 223

Sc.

148

Pnl.

A

Bg.

day night



Dialog:

(F) → givuit - giu - rr -
(DAD) * groan *

Action:

Timing:

(F) → RRRR ...
(DAD) * moan* oh.. oh no.. oh...
m- my favorite, →

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 224

Sc.

149

Pnl.

A

Bg.

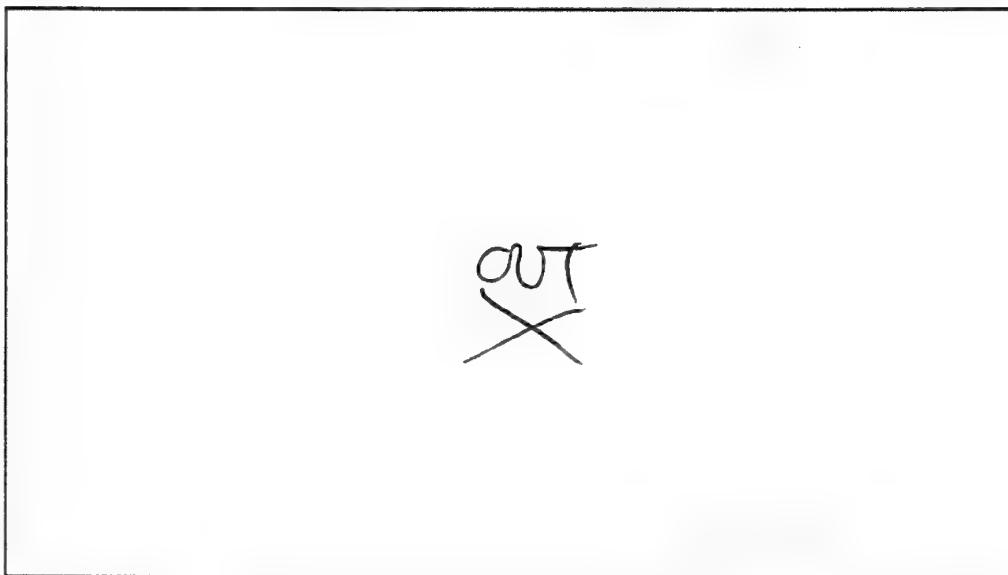
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(DAD) → my favorite arm
* cough cough *

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME

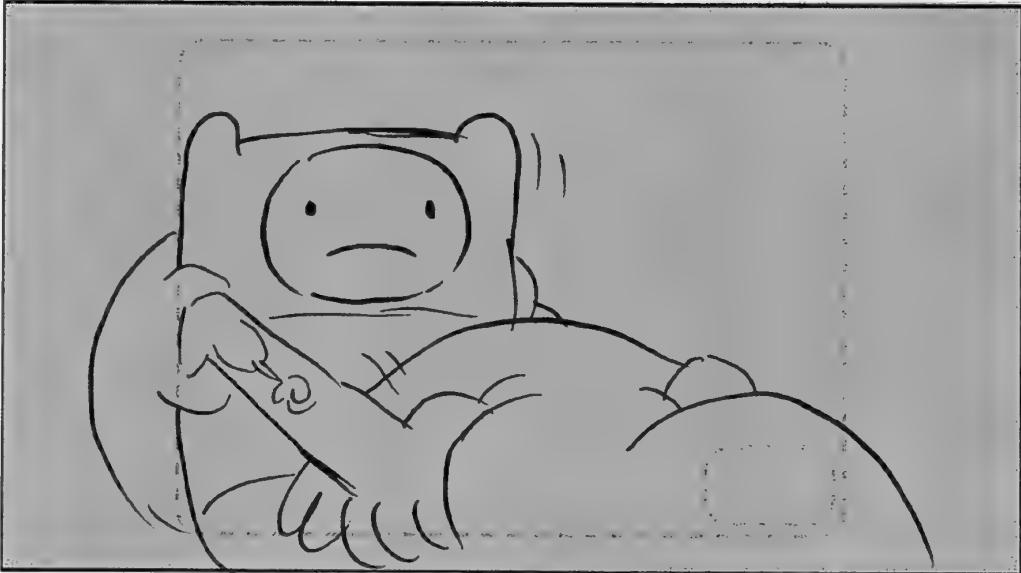


day night

Sc. 150

Pnl. A

Bg.



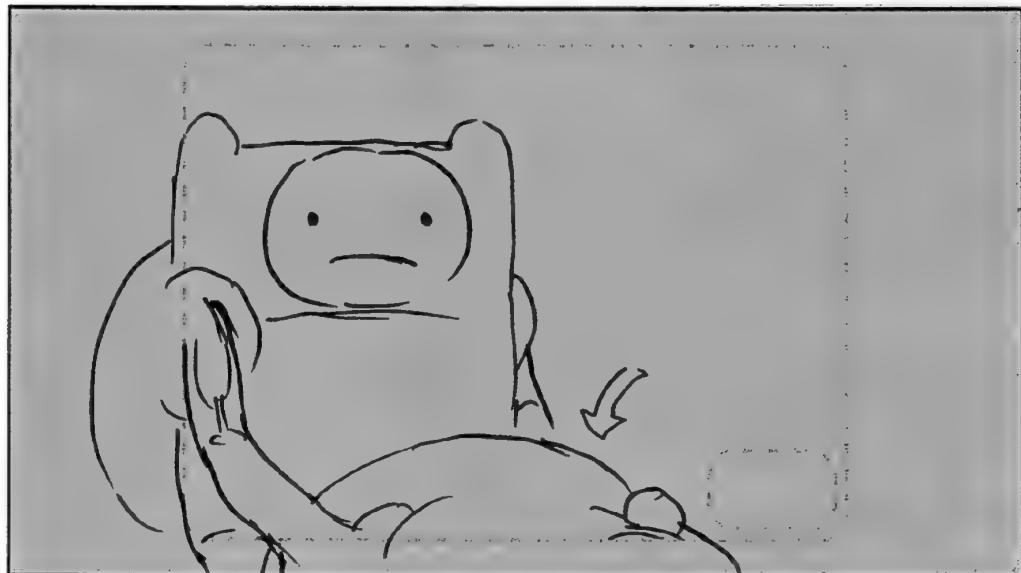
day night

Sc. 150

Pnl. B

Bg.

day night



Page 225

EPISODE #

1025-168

Dialog:

(DAD OS) → * coughing *

- BEAT -

Action:

Timing:

Production :

ADVENTURE TIME



day night

Sc.

Pnl.

Bg.

Page 226

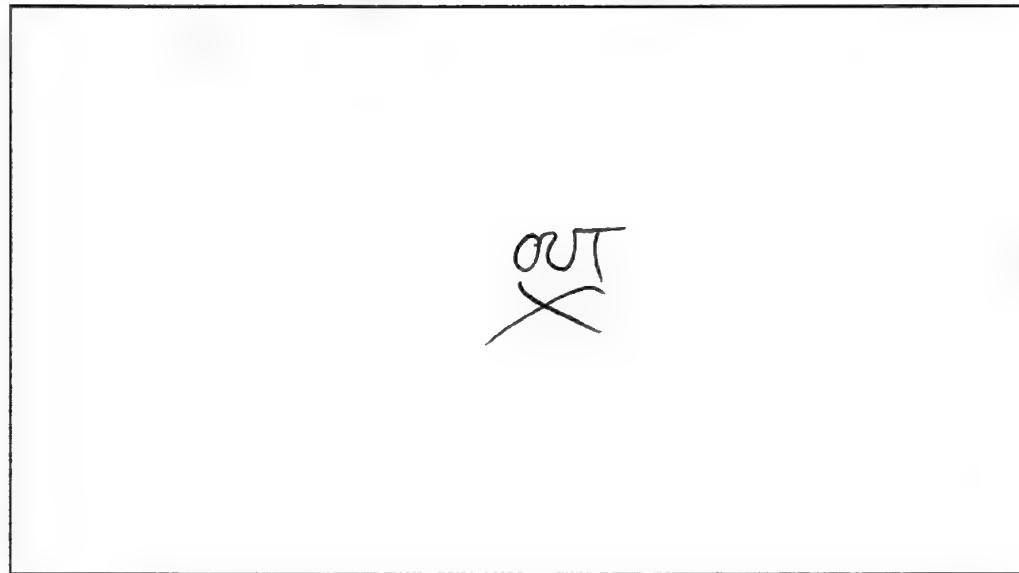
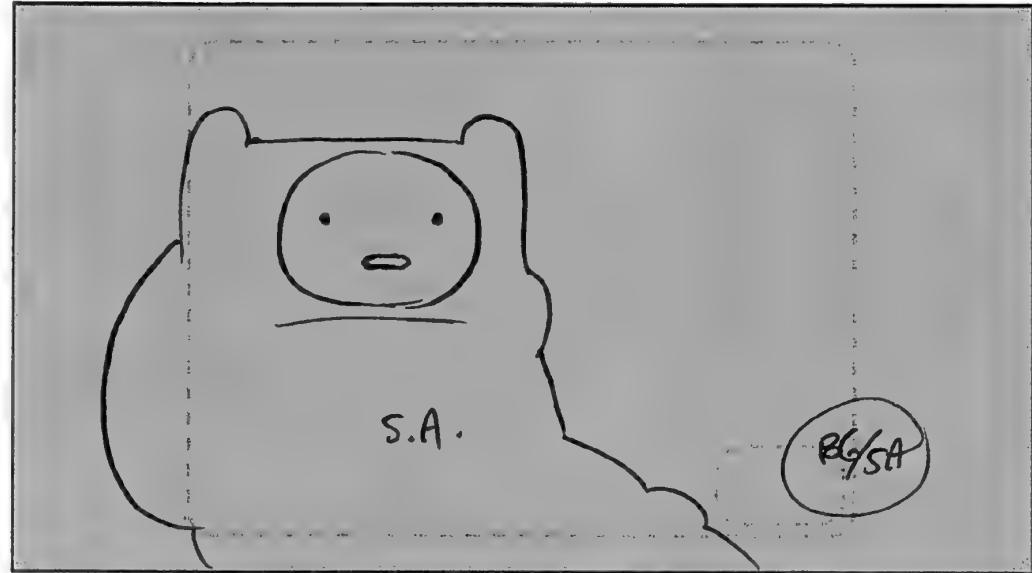
Sc.

156

Pnl.

C

Bg.



Dialog:

(FINN:) * sigh *

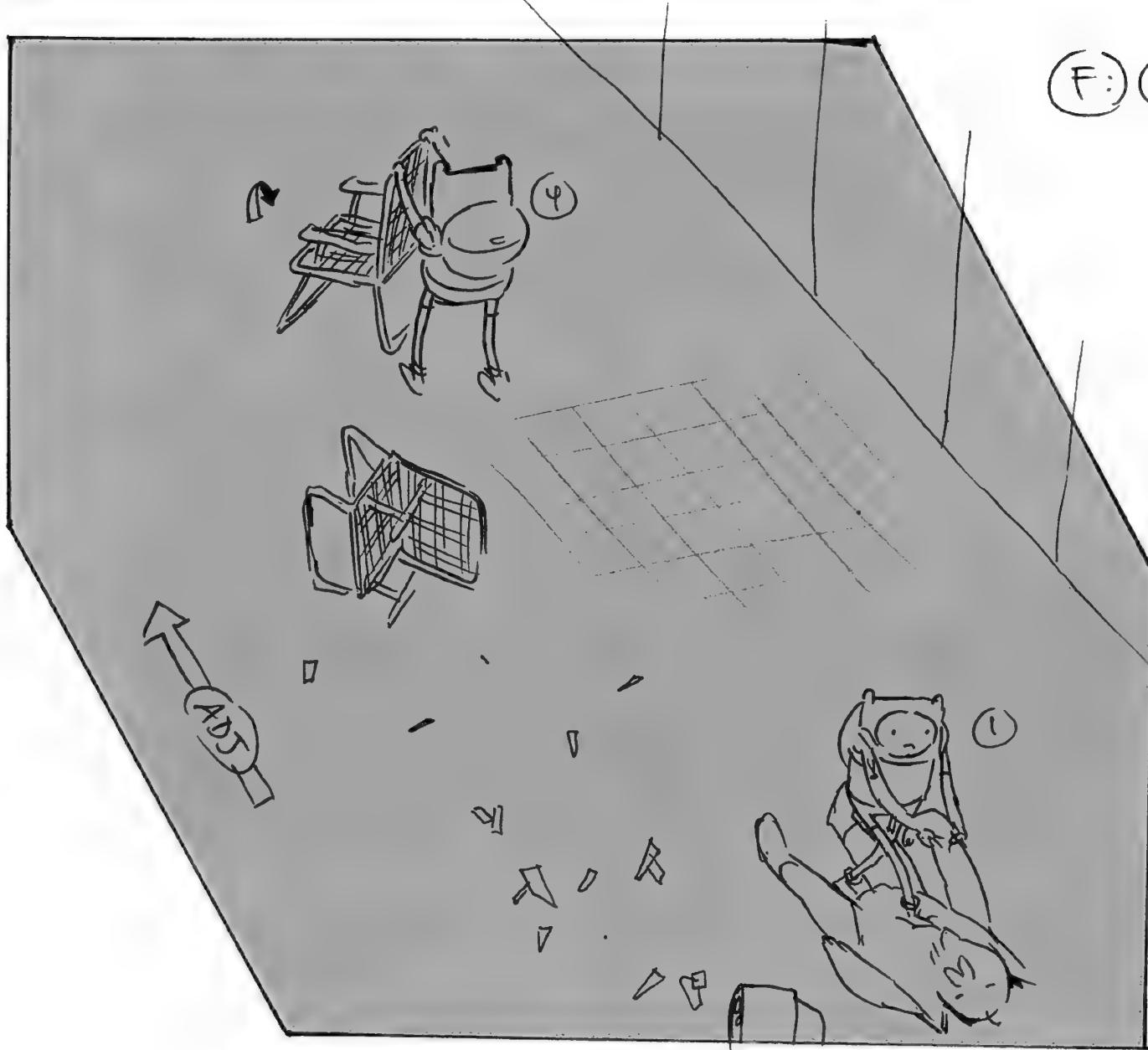
Action:

Timing:

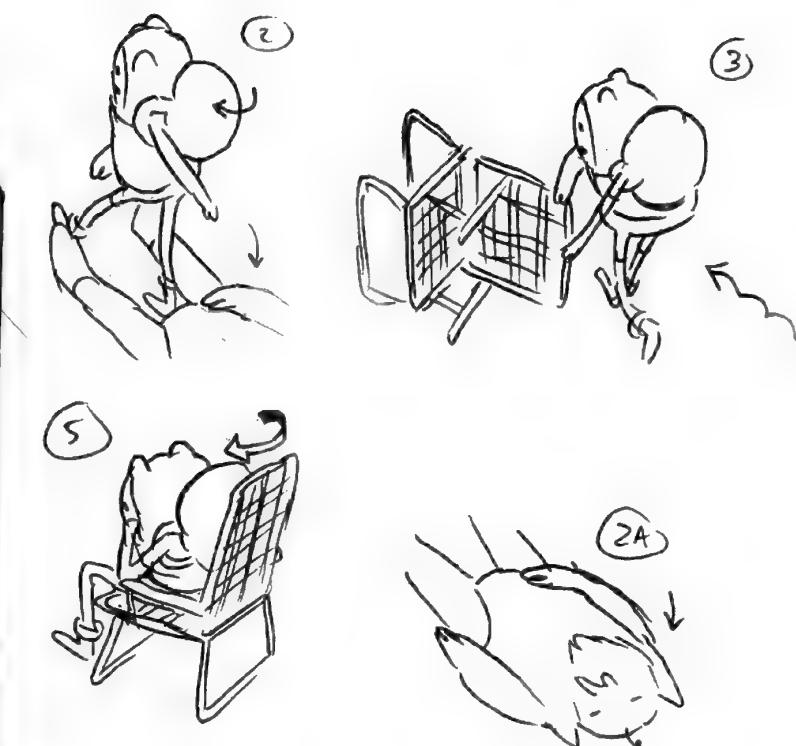
EPISODE #

Production :

1025-168



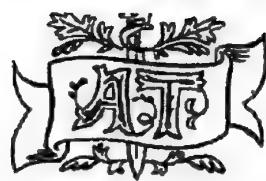
(F:) (2)-(5): buuuuuuuttttssss.



pg. 227
sc. 151
pn. A

1025-168

ADVENTURE TIME



Sc.

152

Pnl.

A

Bg.

day night

Sc.

152

Pnl.

B

Bg.

Page

228

day night



Dialog:

(F:) buts.

PRINCESS
BUBBLEGUM (OS:) Didn't help much
did it?

Action:

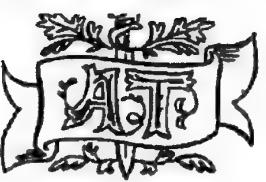
Timing:

EPISODE #

Production :

1025-16E

ADVENTURE TIME



Sc.

152

Pnl.

C

Bg.

day night

Sc.

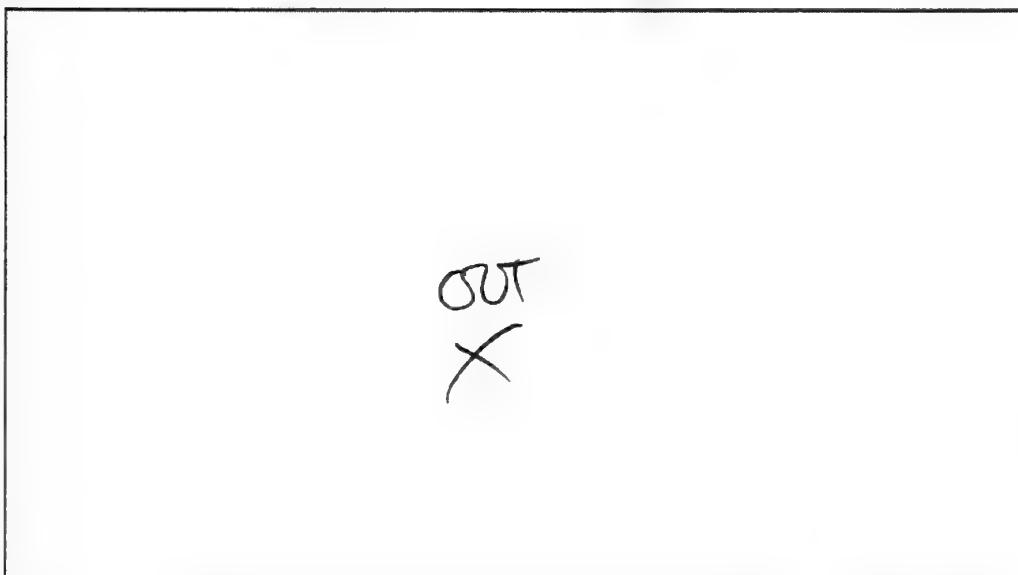
Pnl.

Bg.

Page

229

day night



Dialog:

(F) no.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

152

Pnl.

D

Bg.

day night

Sc.

152

Pnl.

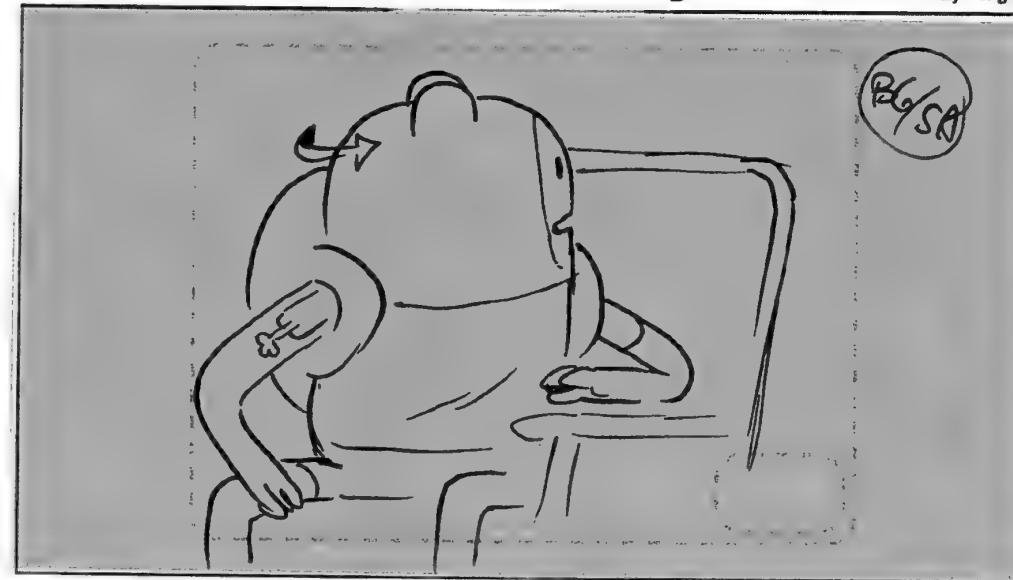
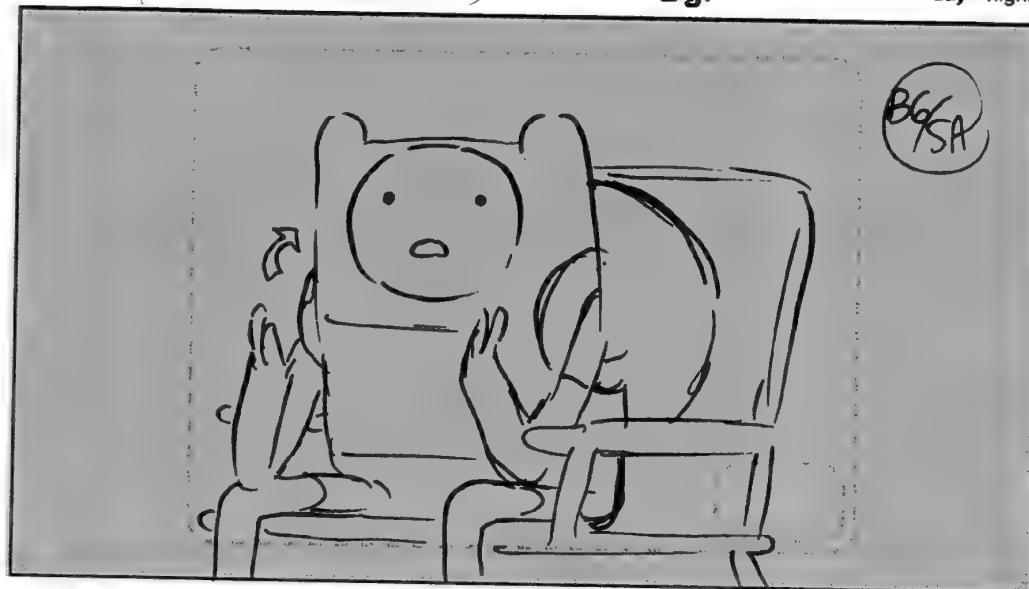
E

Bg.

Page

230

day night



Dialog:

(F:) wait - → what ?

Action:

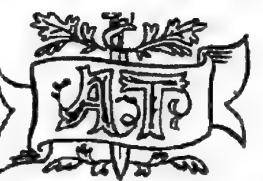
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 231

Sc.

153

Pnl.

A

Bg.

day night

Sc.

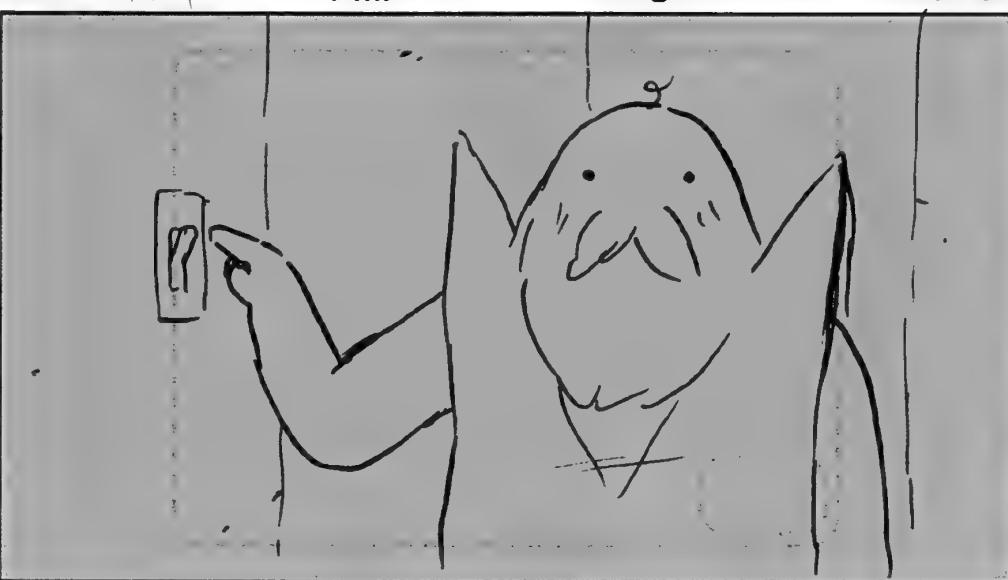
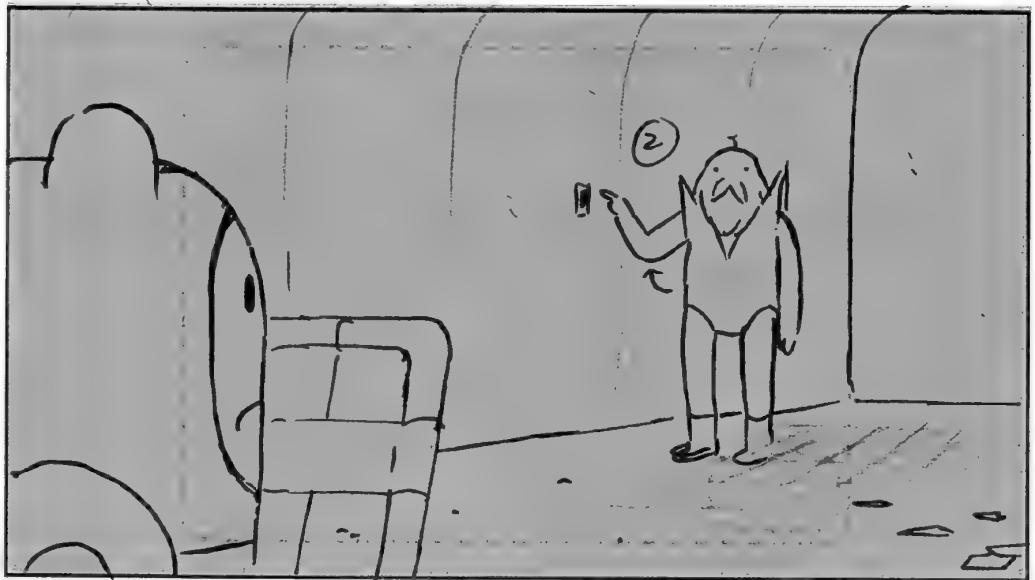
154

Pnl.

A

Bg.

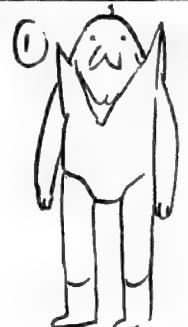
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

1025-168

ADVENTURE TIME



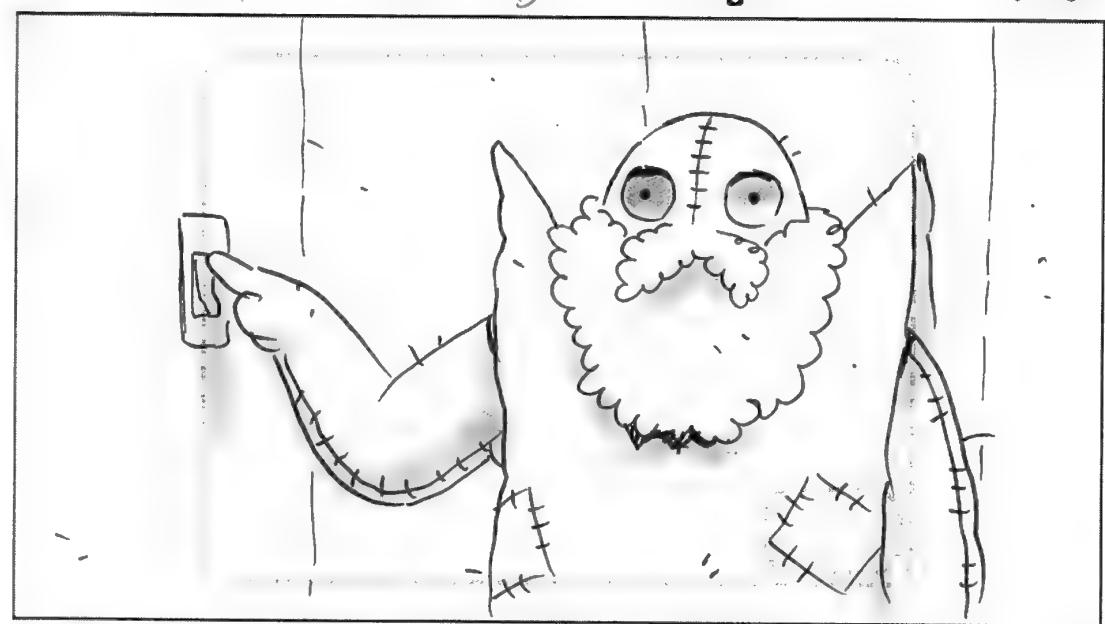
Sc.

154

Pnl. B

Bg.

day night



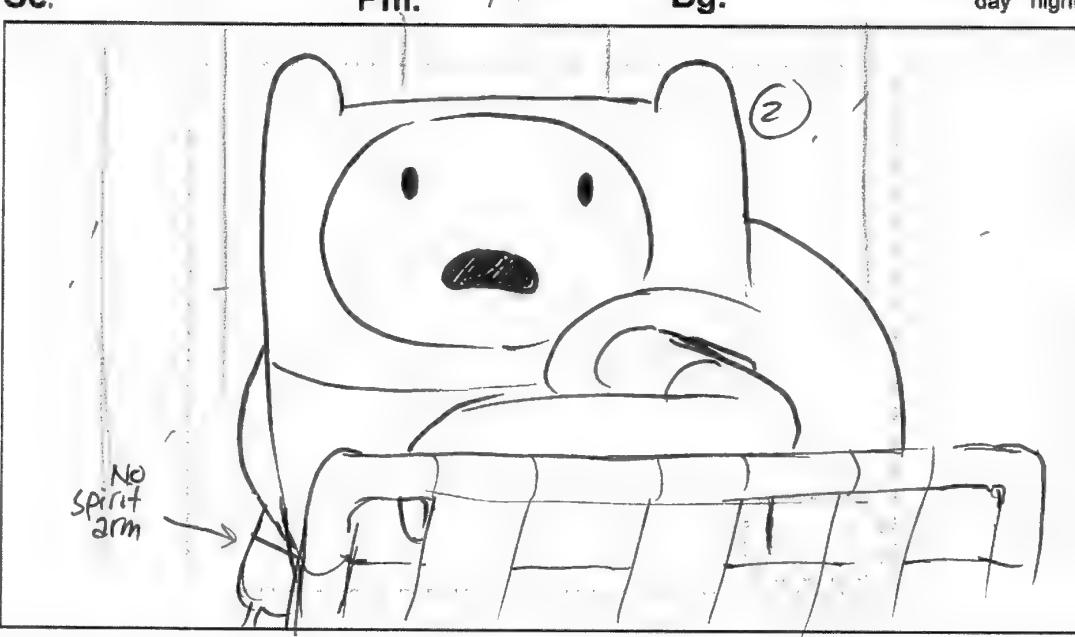
Sc.

155

Pnl. A

Bg.

Page 232
day night



Dialog:

SFX: click

(PB) Bong bong! (no mouth movement)

Action:

- Slowly opens mouth
in amazement.



Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Page 233

Sc.

156

Pnl.

A

Bg.

day night

Sc.

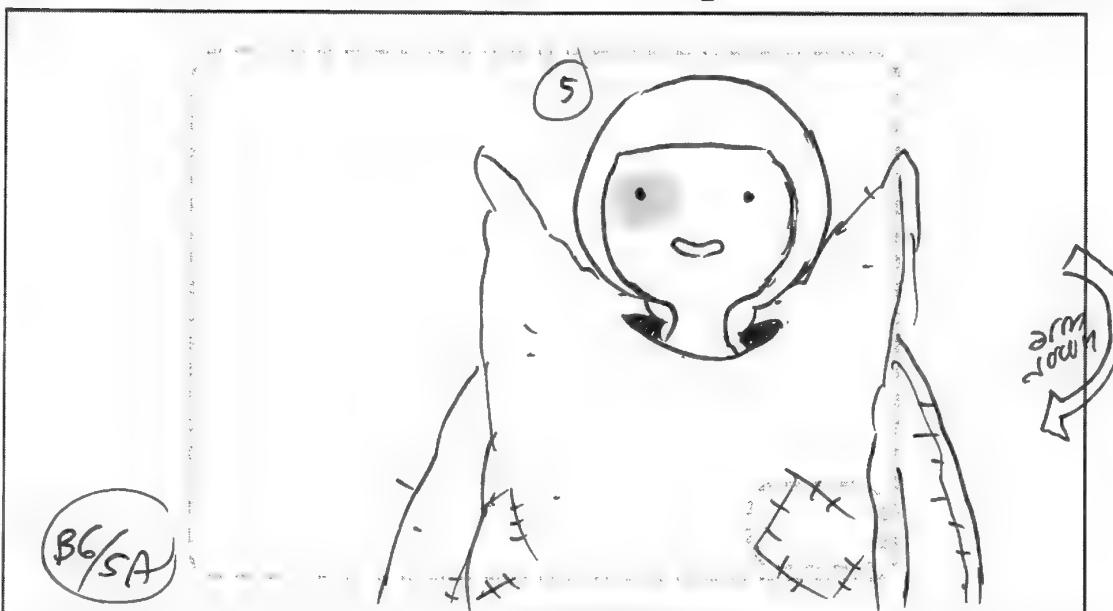
156

Pnl.

B

Bg.

day night

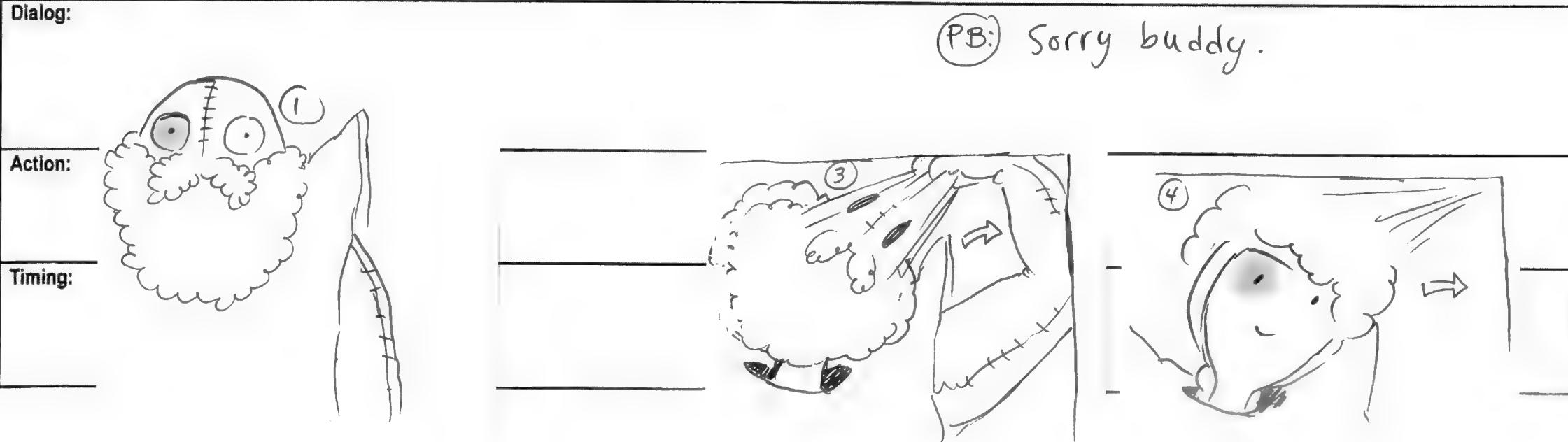


Dialog:

(PB) Sorry buddy.

Action:

Timing:



Production :

EPISODE #

1025-168

ADVENTURE TIME

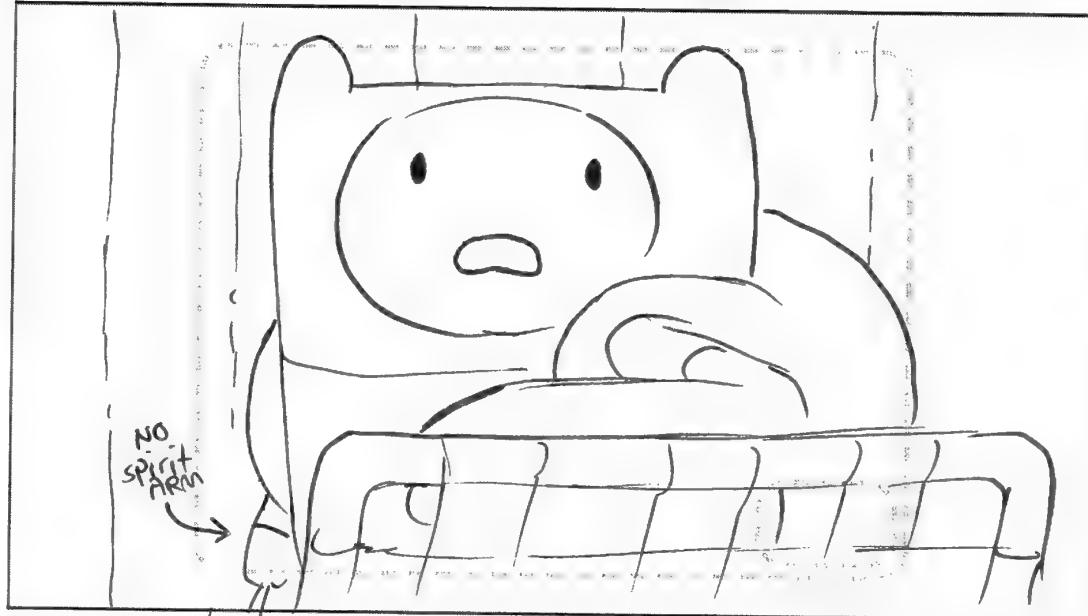
Sc.

157

Pnl. A

Bg.

day night



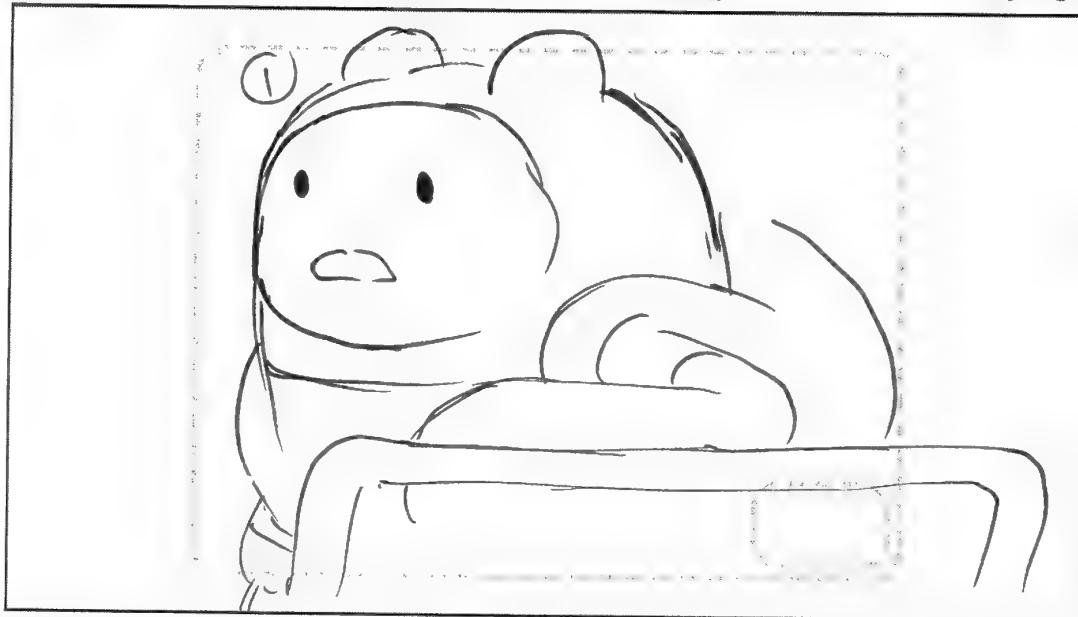
Sc. 157

Pnl. B

Bg.

Page 234

day night



Dialog:

(F) PB?

(F) ① wait -
② Where am I ?

Action:



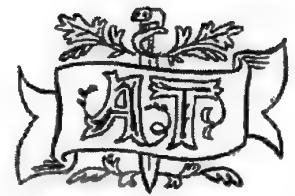
Timing:

EPISODE #

Production

1025-168

ADVENTURE TIME



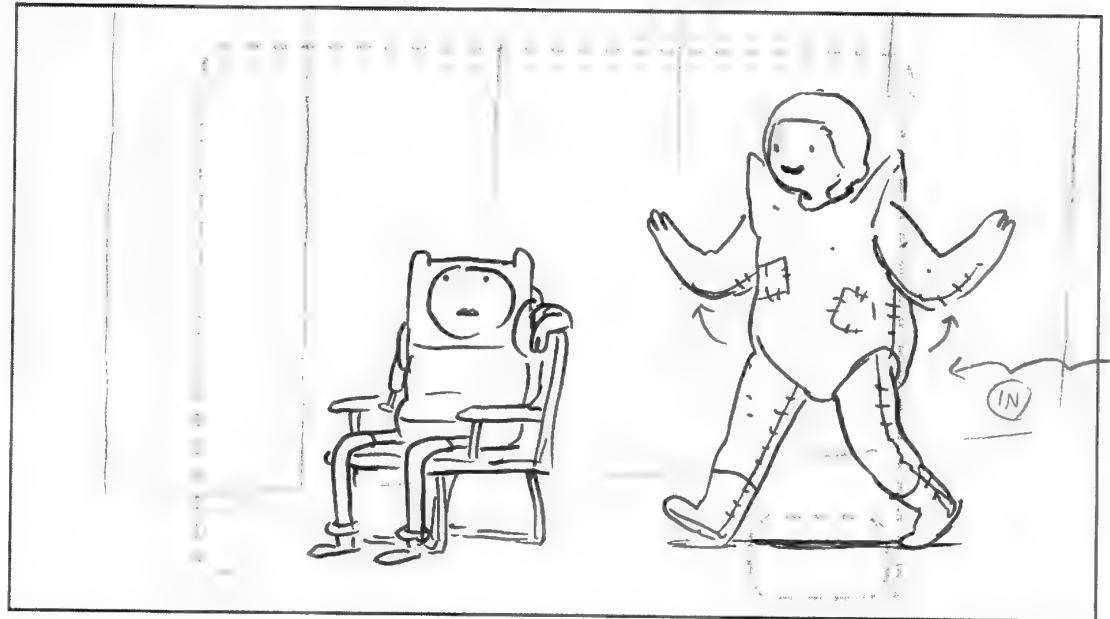
Sc.

158

Pnl. A

Bg.

day night



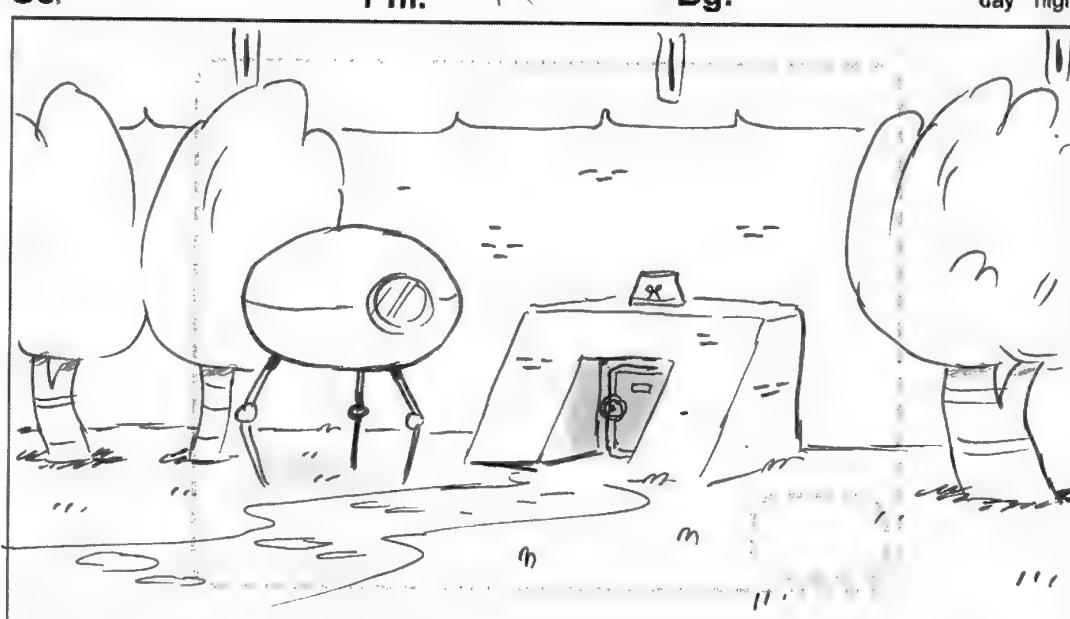
Sc.

159

Pnl. A

Bg.

day night



Page 235

1025-168

EPISODE #

Dialog:

(PB) we're in the Candy Kingdom fallout
shelter.

Action:



Timing:

(PB) (OS) I brought you here after
you passed out on the tower.

Production :

ADVENTURE TIME



Sc.

160

Pnl. A

Bg.

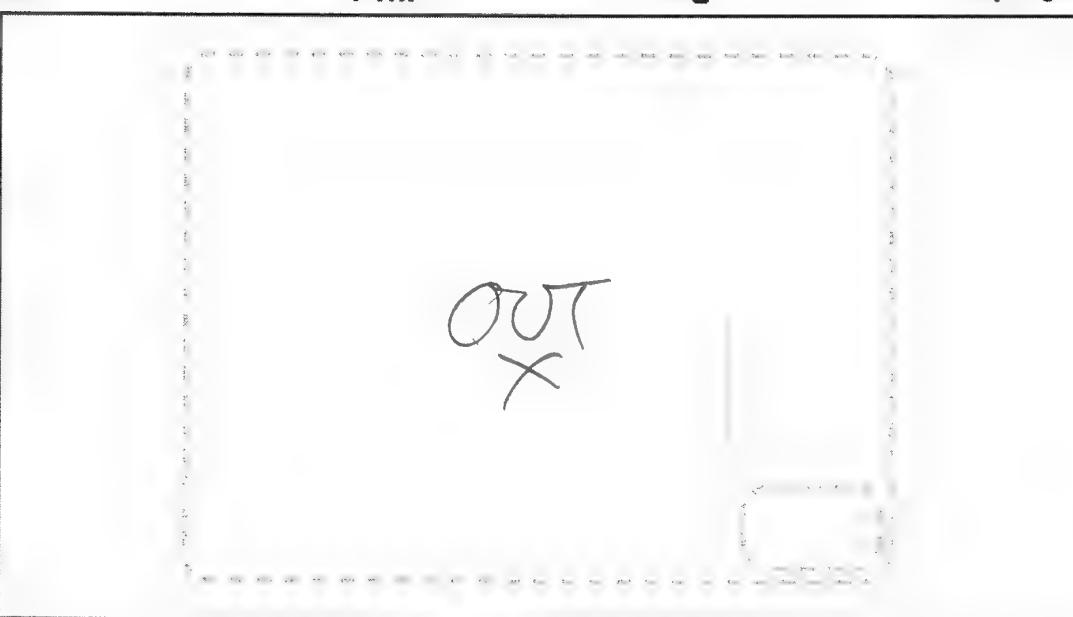
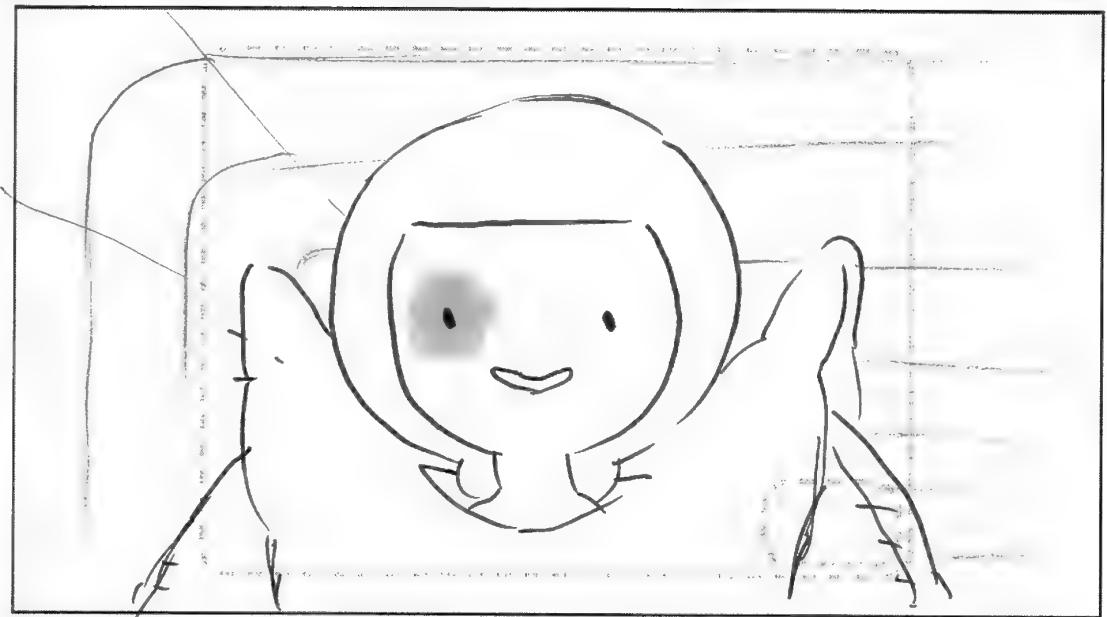
day night

Sc.

Pnl.

Bg.

day night

Page 236

Dialog:

(PB) You were hallucinating
like crazy, so it was really
easy to trick you.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME

Sc.

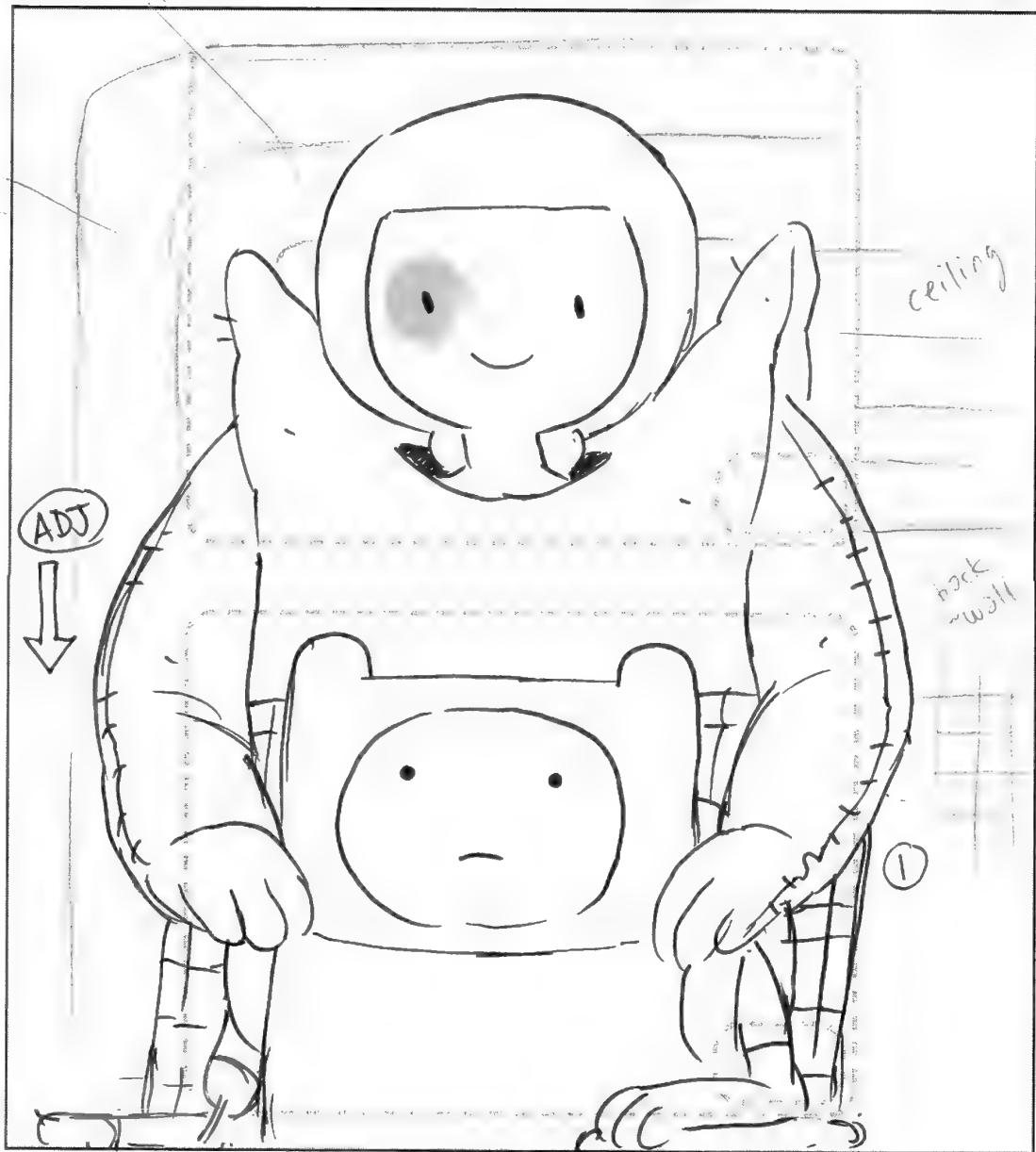
160

Pnl. B

Bg.



day night

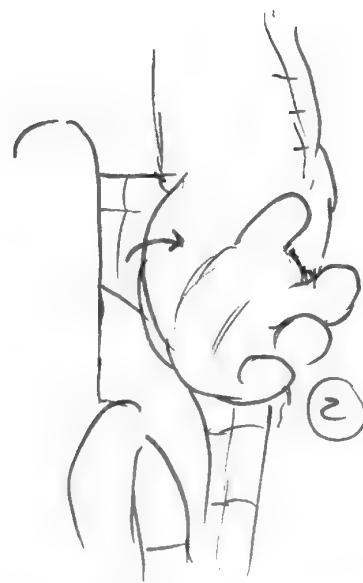


Page 231

Production :

EPISODE #

1025-168



Dialog:

(PB) OS

Sorry about that.^② I figured
you'd think me later,
after you learned your lesson.

Action:

- ① Adjust to Finn
- ② PB continues speaking

Timing:

ADVENTURE TIME



Page 238

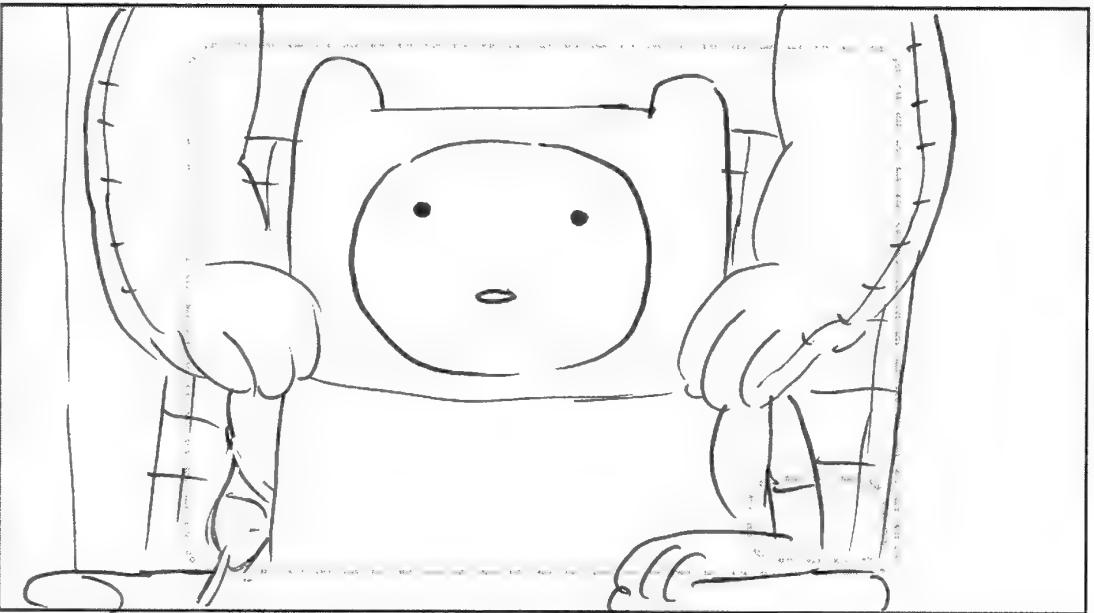
Sc.

160

Pnl. C

Bg.

day night



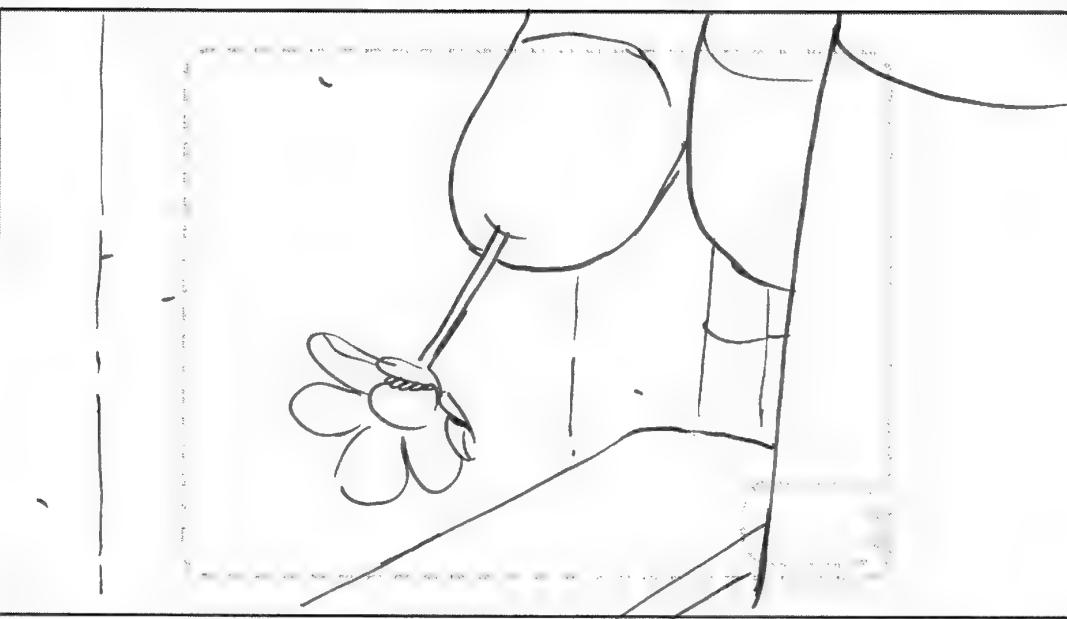
Sc.

161

Pnl. A

Bg.

day night



Dialog:

(F:) right, right...

(PB OS) and look, the arm
is gone too.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 239

Sc.

162

Pnl.

A

Bg.

day night

Sc.

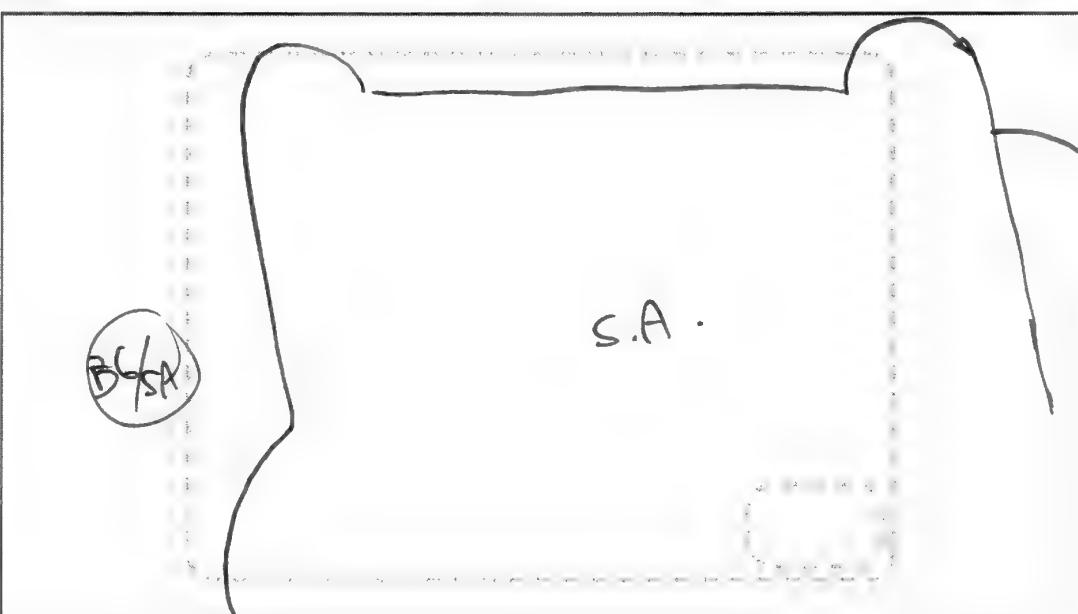
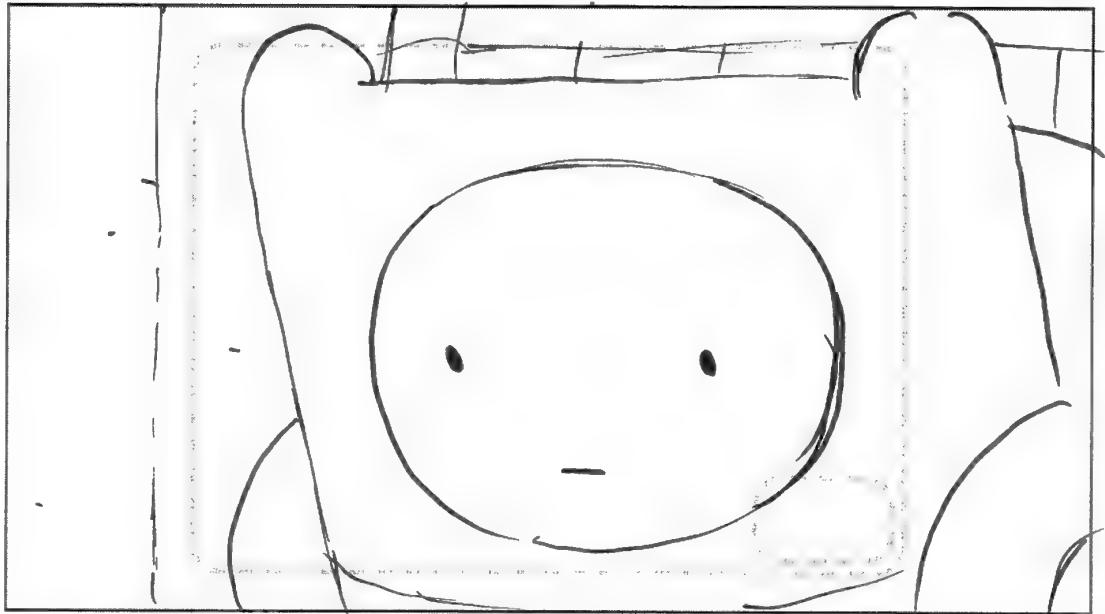
162

Pnl.

B

Bg.

day night



Dialog:

(PB: OS)

see?

-BEAT-

Action:

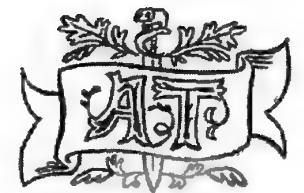
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

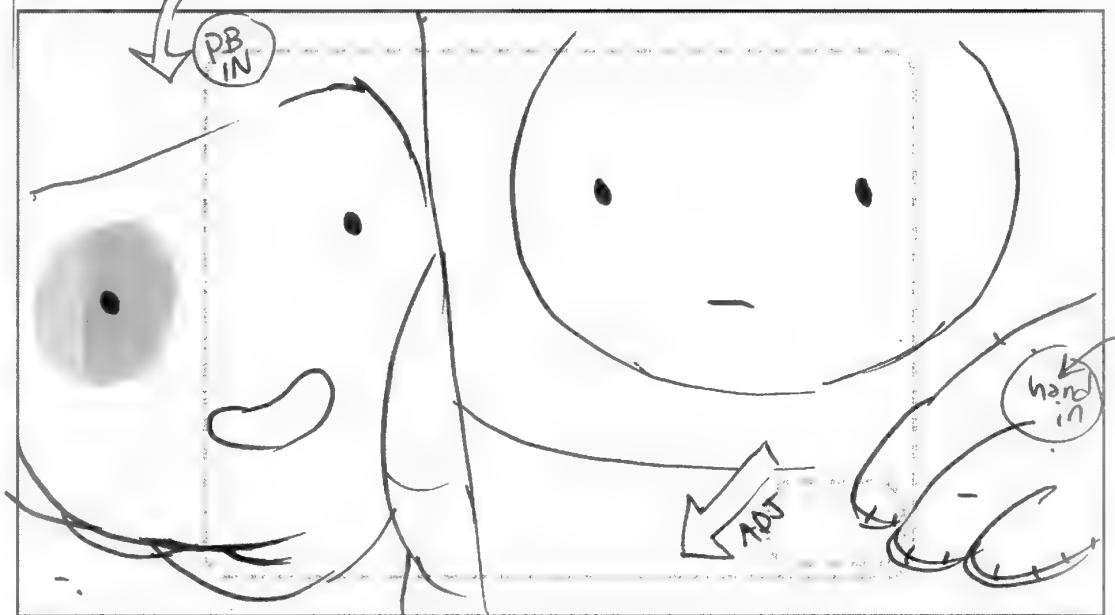
162

Pnl.

C

Bg.

day night



Sc.

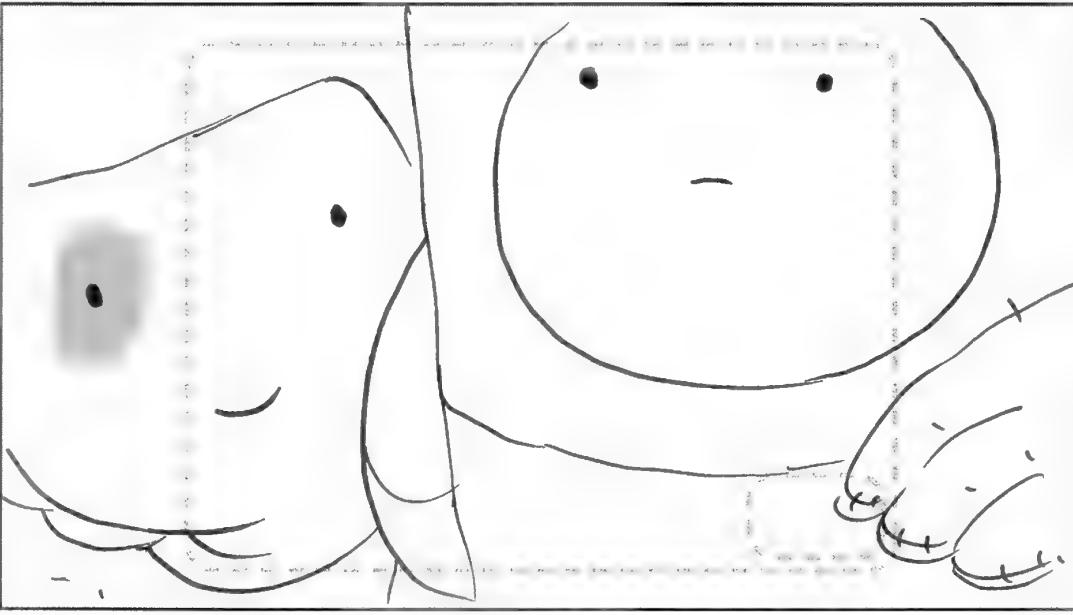
162

Pnl

D

Bg.

day night



Page

240

1025-168

EPISODE #

Production :

Dialog:

(PB): So... what'sa think?

Action:

Timing:

ADVENTURE TIME



Page 241

Sc.

Pnl.

Bg.

day night

Sc.

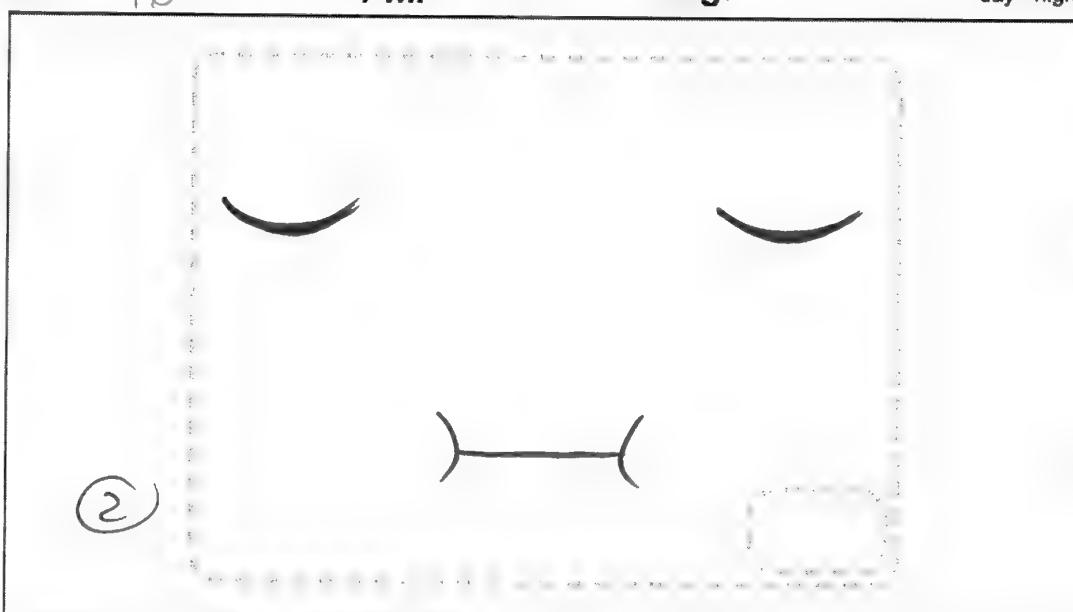
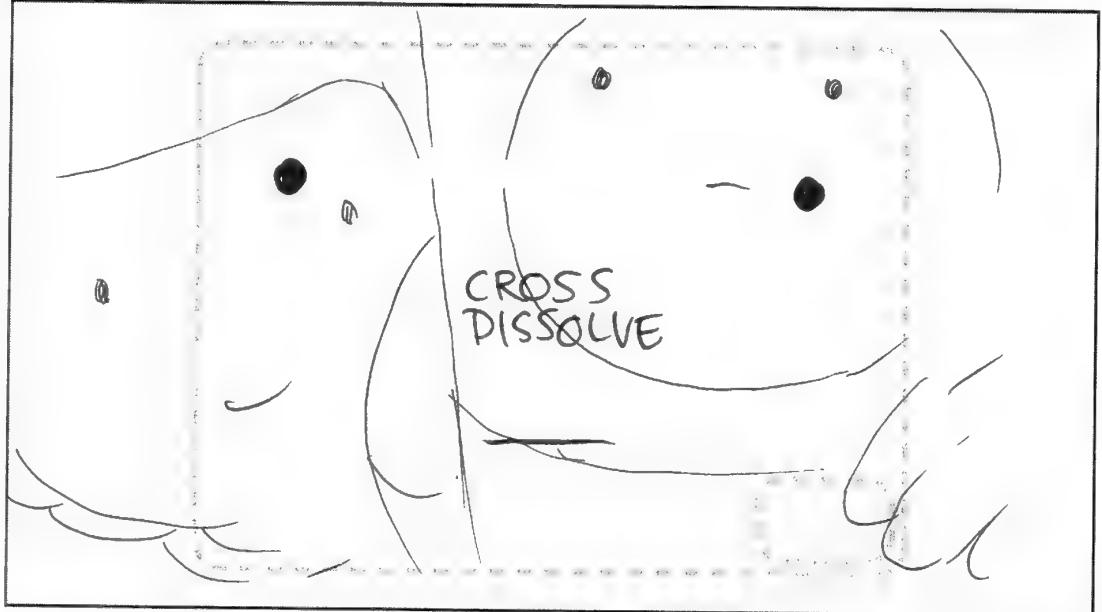
163

Pnl.

A

Bg.

day night



Dialog:

(F:) mmm... .

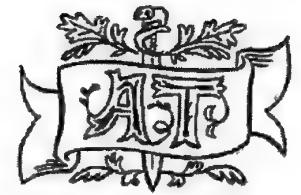
Action:

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Sc.

163

Pnl.

B

Bg.

day night

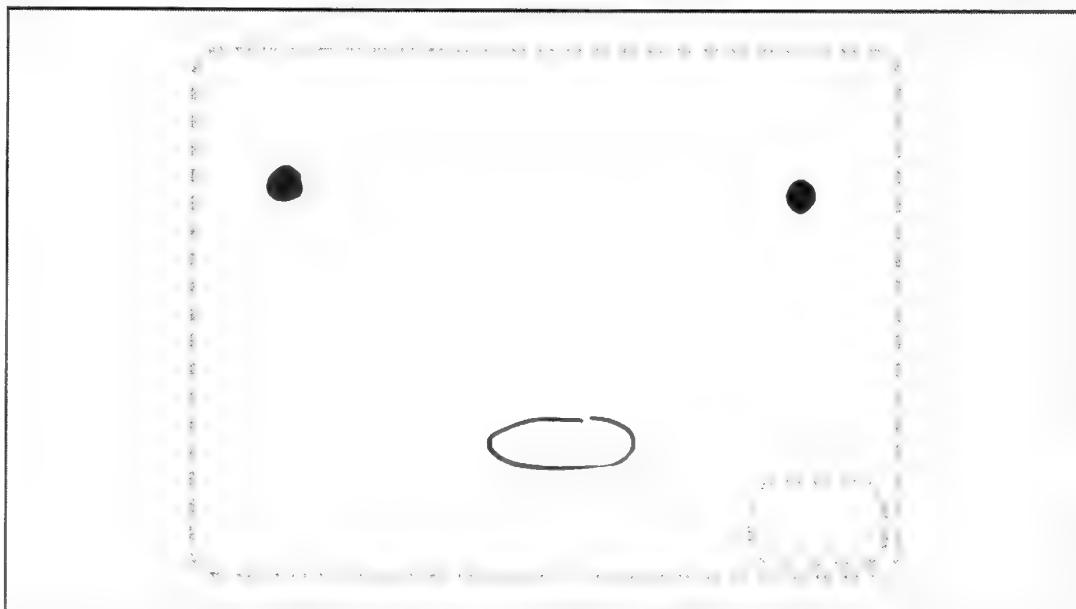
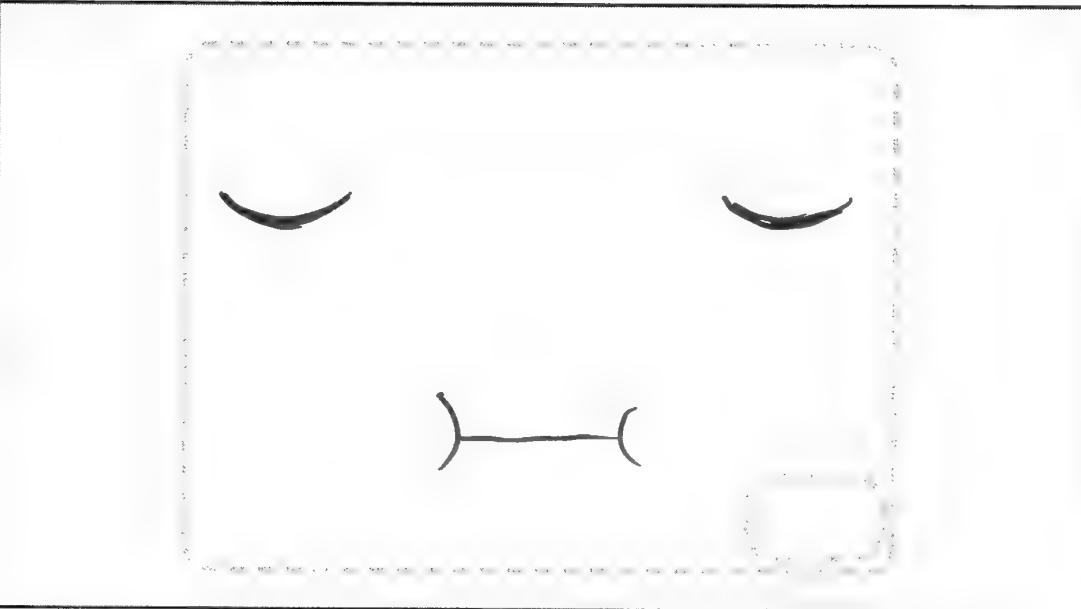
Sc.

163

Pnl.

C

Bg.



Page

242

EPISODE #

1025-168

Dialog:

* BEAT *

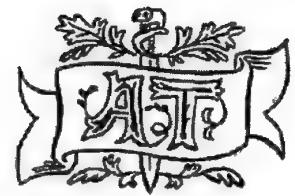
(F:) yeah okay.

Action:

Timing:

Production :

ADVENTURE TIME



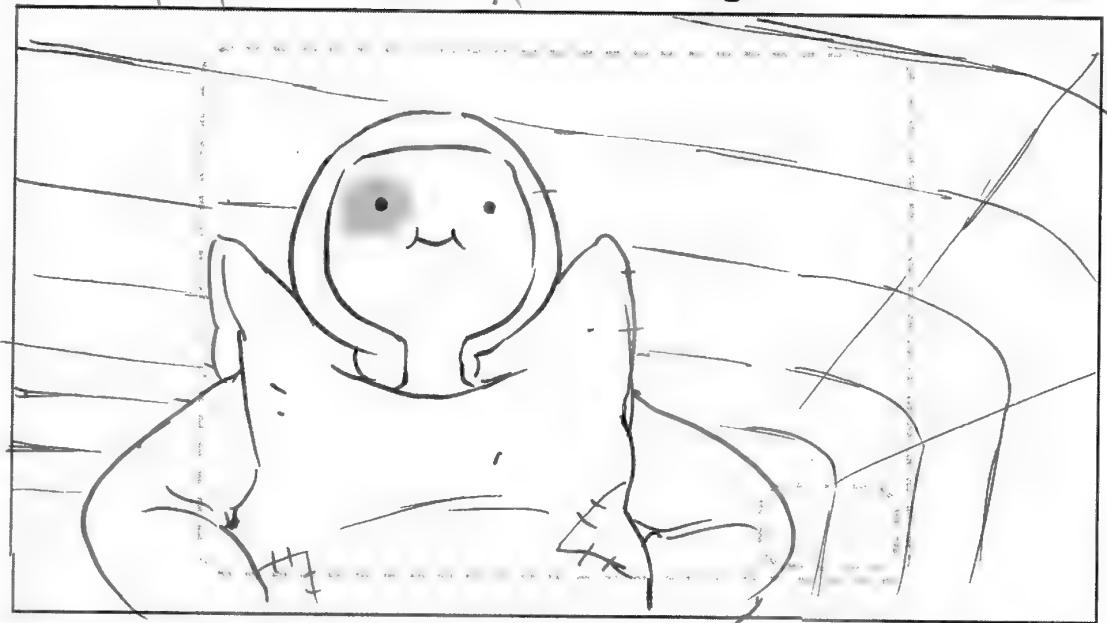
Sc.

164

Pnl. A

Bg.

day night



Sc.

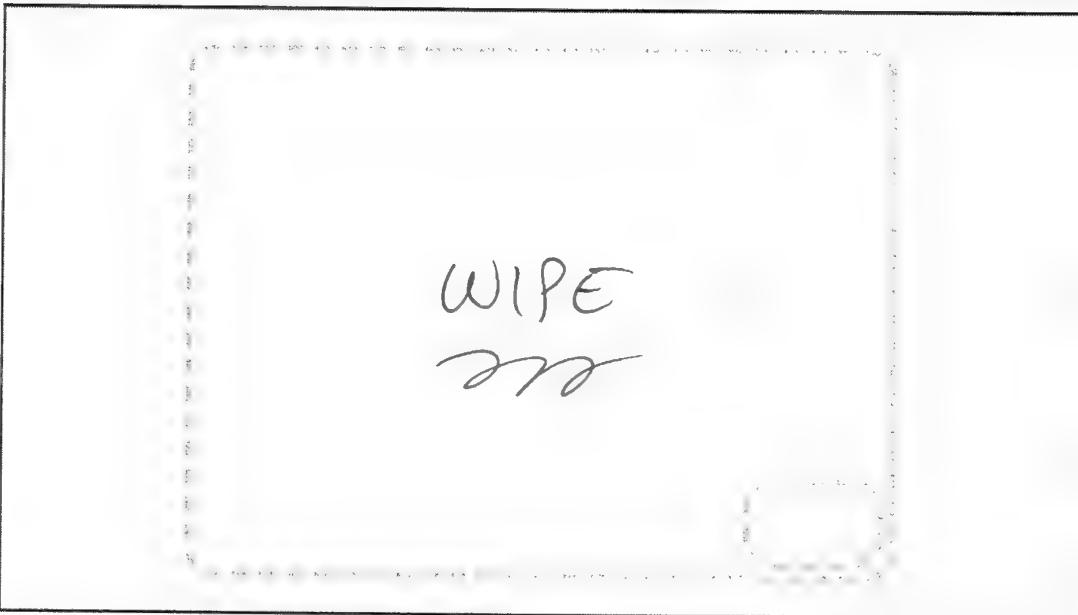
Pnl.

Bg.

Page

243

day night



Dialog:

(F: GS) thanks Princess.

Action:

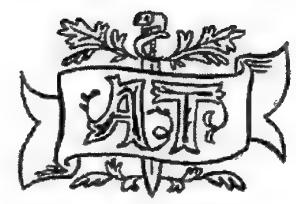
Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 244

Sc.

165

Pnl.

A

Bg.

day night

Sc.

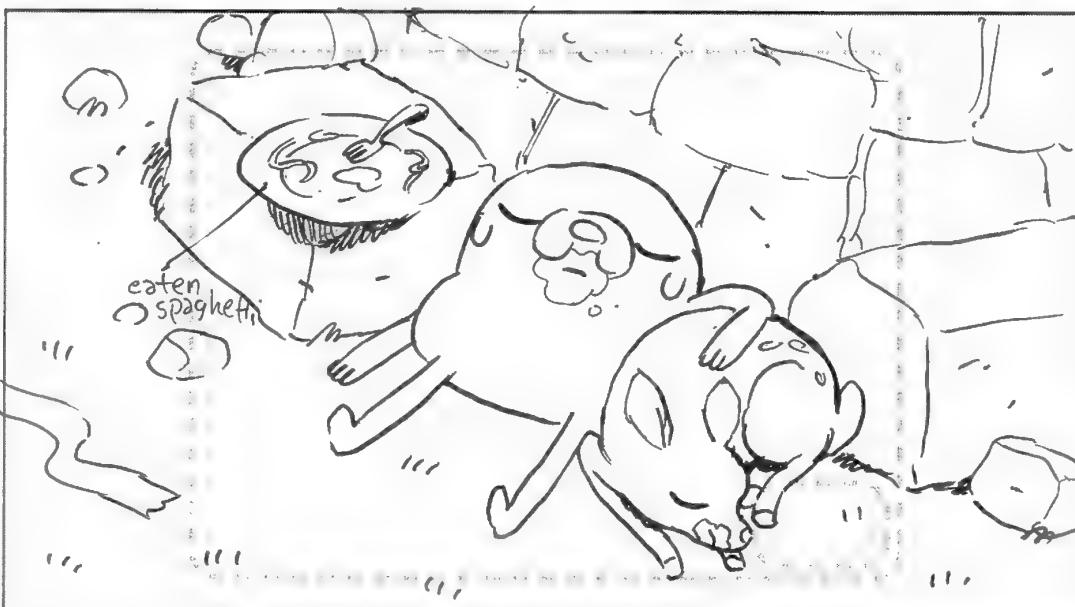
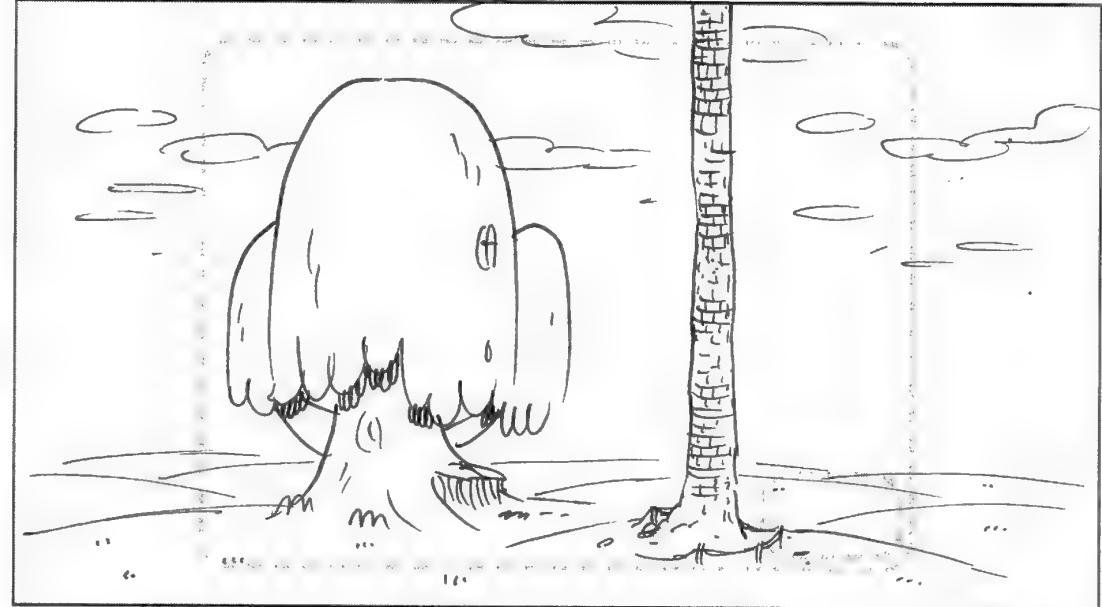
166

Pnl.

A

Bg.

day night



Dialog:

(J)os * snoring *

→ * snoring *

Action:

Jake + deer have sauce on their mouths.

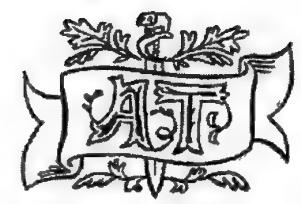
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME



Sc.

166

Pnl.

B

Bg.

day night

Sc.

166

Pnl.

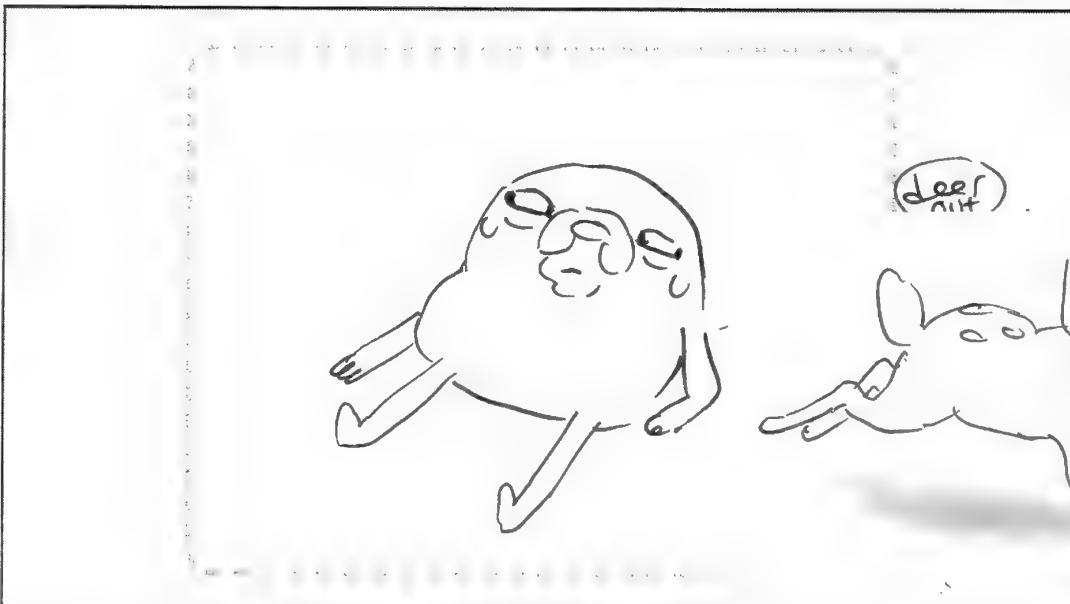
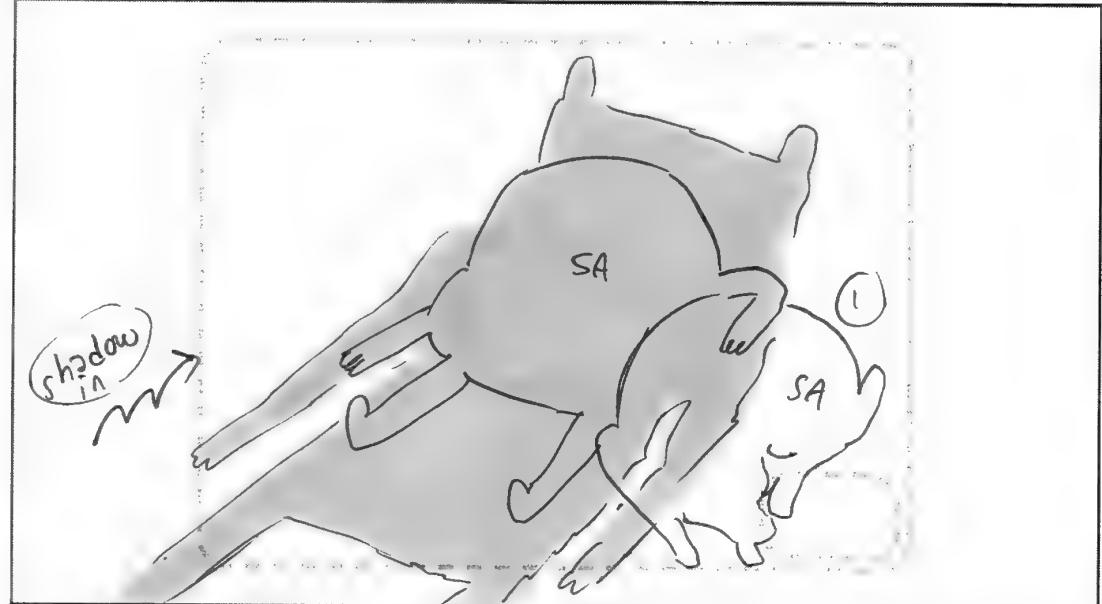
C

Bg.

Page

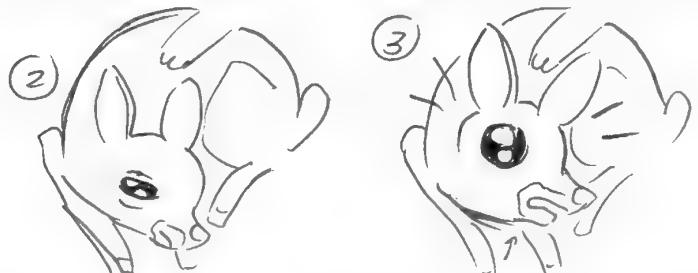
295

day night



Dialog:

Action:



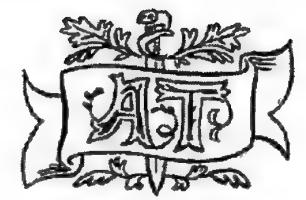
- Deer recognizes Finn and flees in terror.
- Jake's arm drops, waking him.

Timing:

Production :

1025-168

ADVENTURE TIME



246
Page

Sc.

166

Pnl. D

Bg.

day night

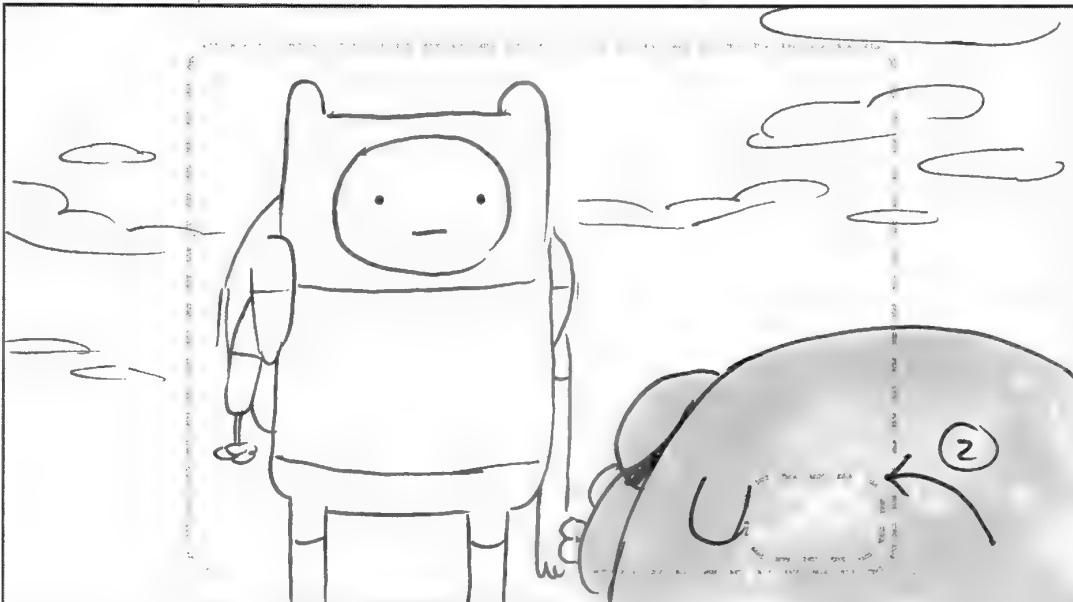
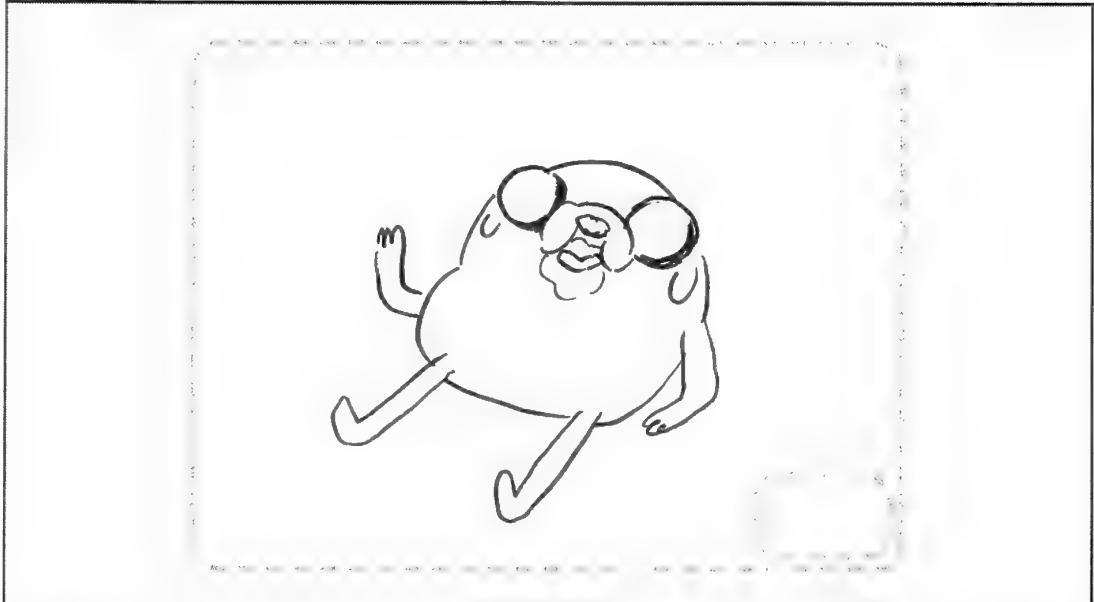
Sc.

167

Pnl. A

Bg.

day night



Dialog:

(J:) Oh- hey buddy, you're back.

(J:) How you feelin'?

Action:



Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 247

Sc.

167

Pnl.

B

Bg.

day night

Sc.

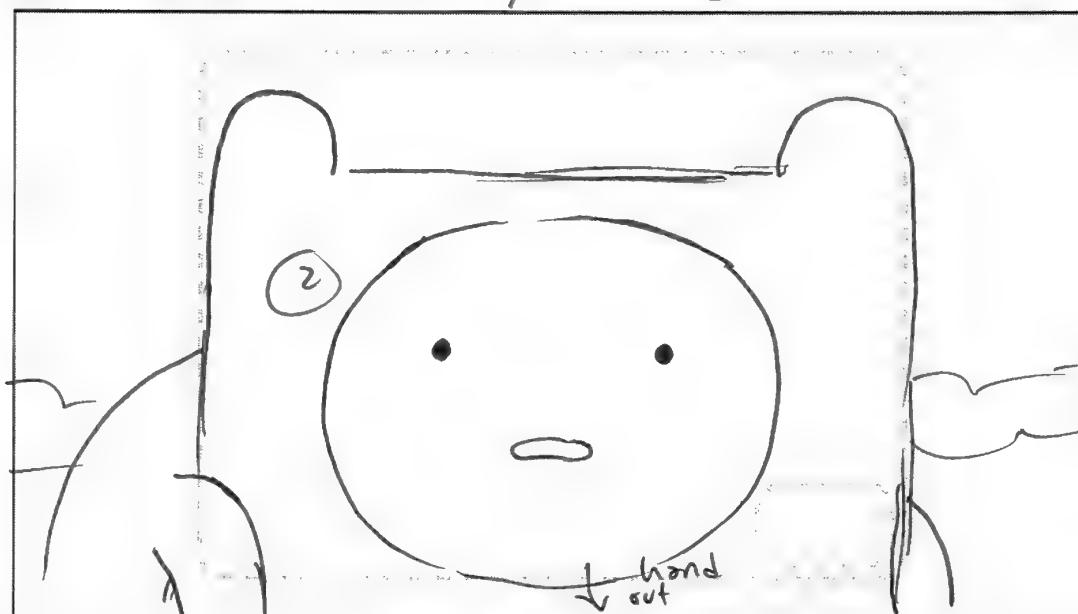
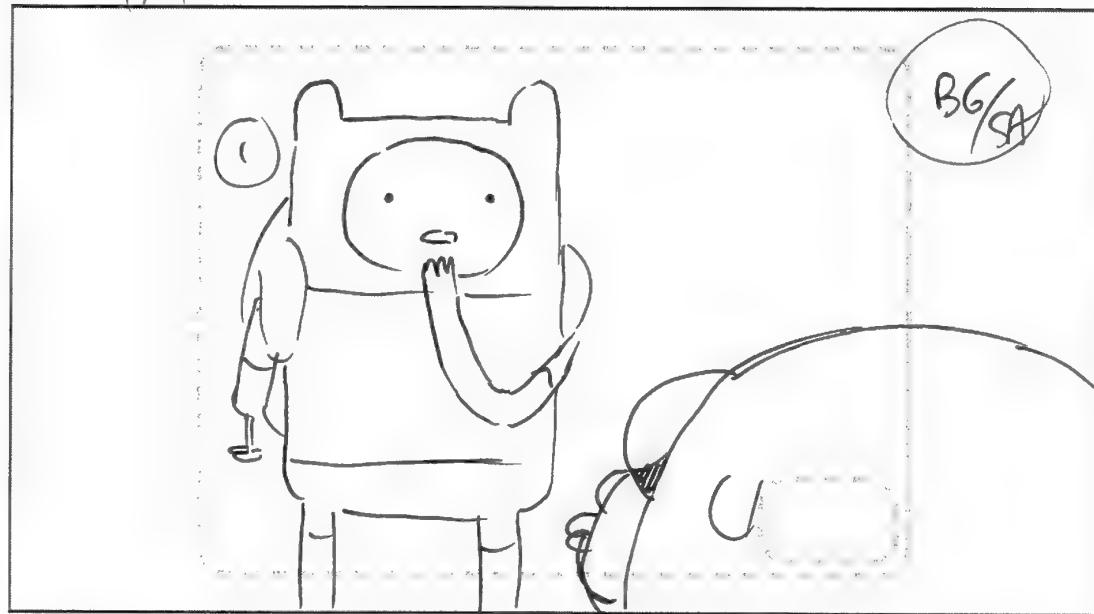
168

Pnl.

A

Bg.

day night

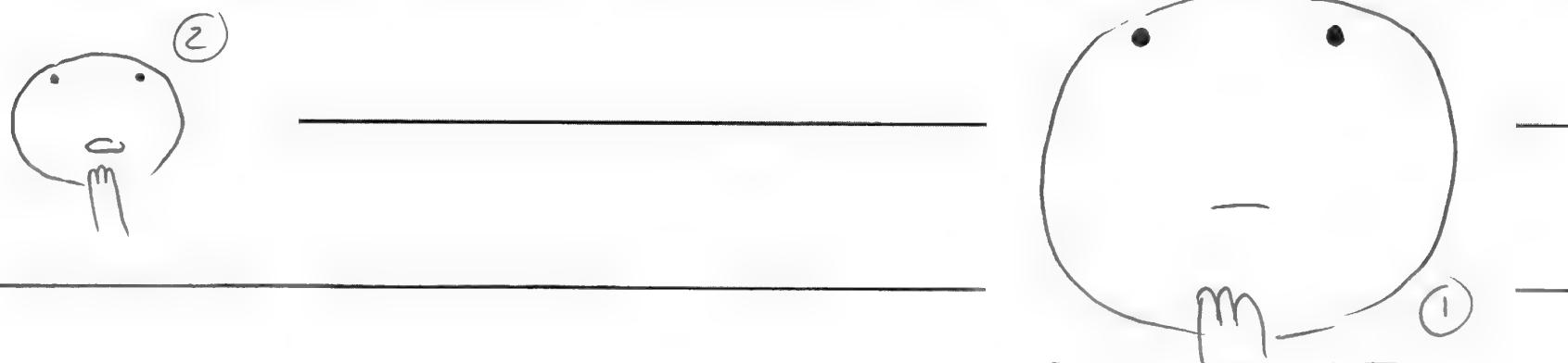


Dialog:

(F) ① um...
② neutral I guess.

(F) ②: I don't wanna punch
my dad anymore.

Action:



Timing:

EPISODE #

Production :

1 U25-168

ADVENTURE TIME



Page 248

Sc.

169

Pnl.

A

Bg.

day night

Sc.

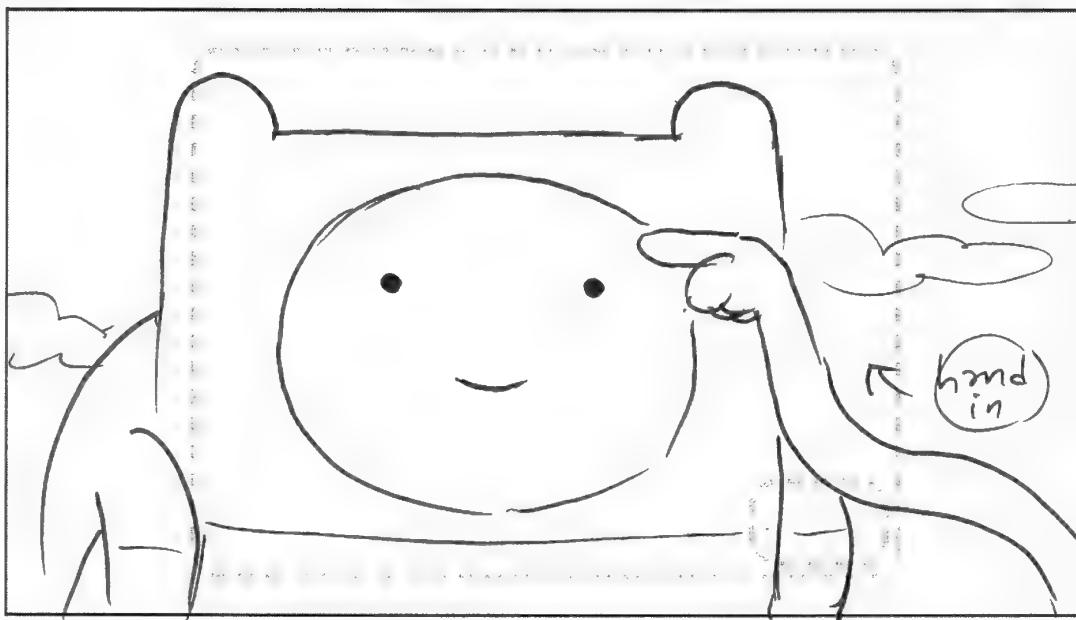
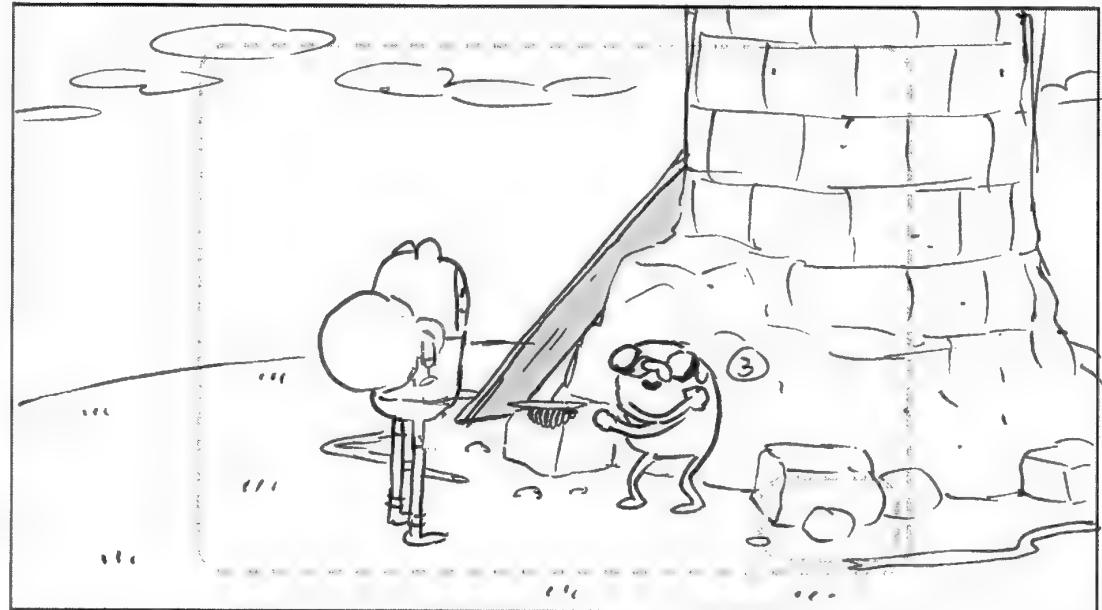
170

Pnl.

A

Bg.

day night

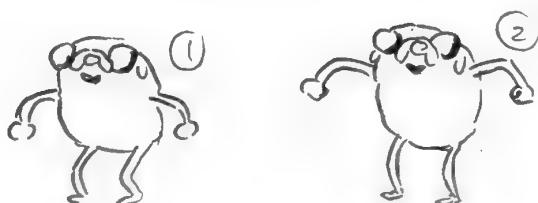


Dialog:

(J) ① Ha ha!
③ That's great!

(J) You can always →
(OS)

Action:



Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Page 249

Sc.

170

Pnl.

B

Bg.

day night

Sc.

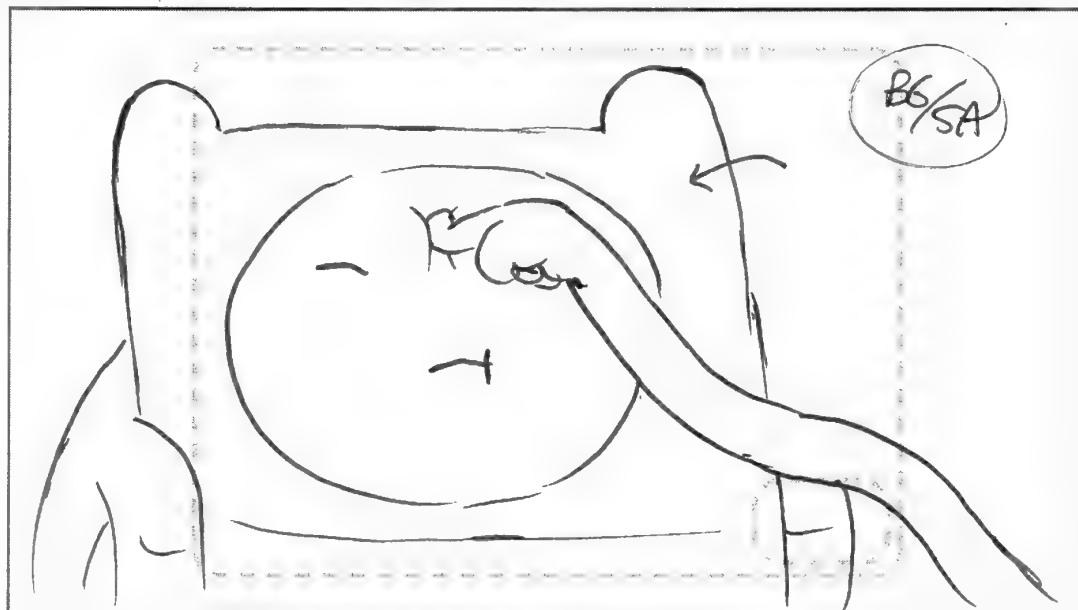
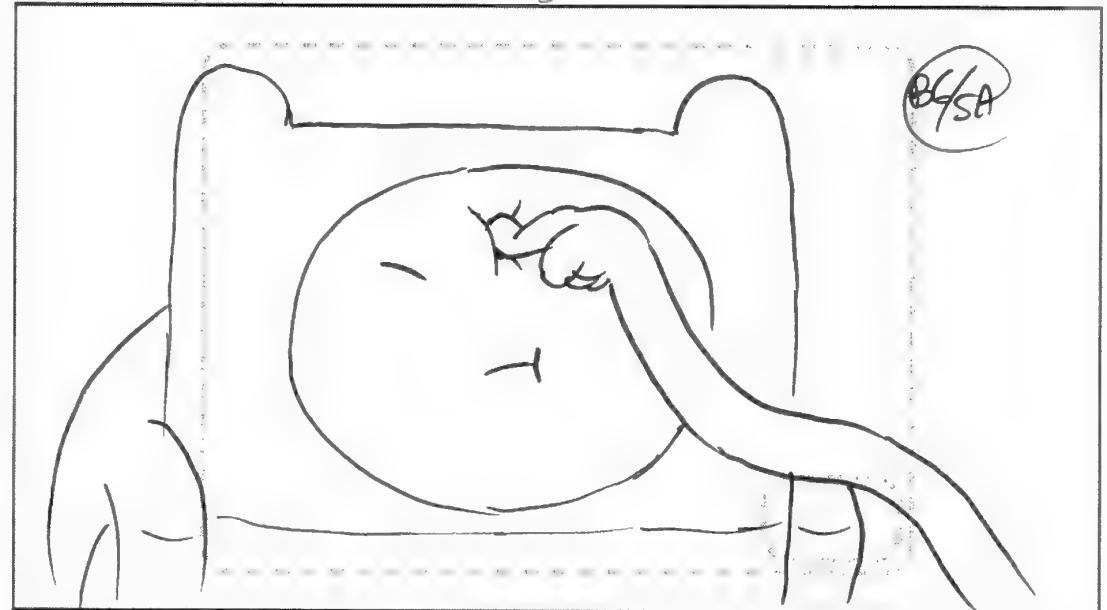
170

Pnl.

C

Bg.

day night



Dialog:

→ trust the ol' melon-head to get you through.

Action:

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



Sc.

170

Pnl.

D

Bg.

day night

Sc.

170

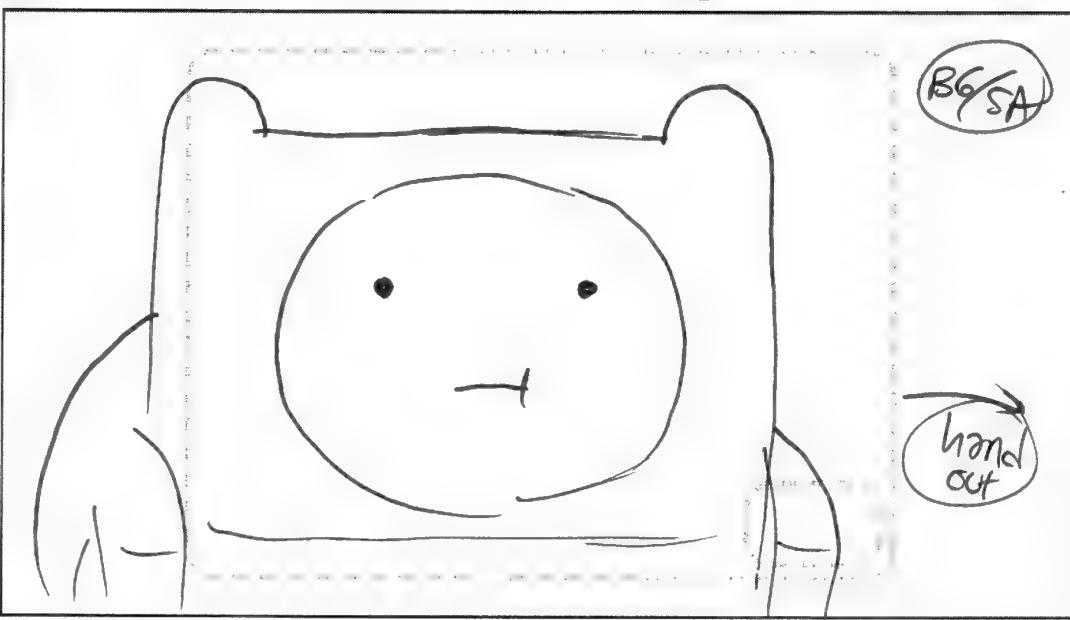
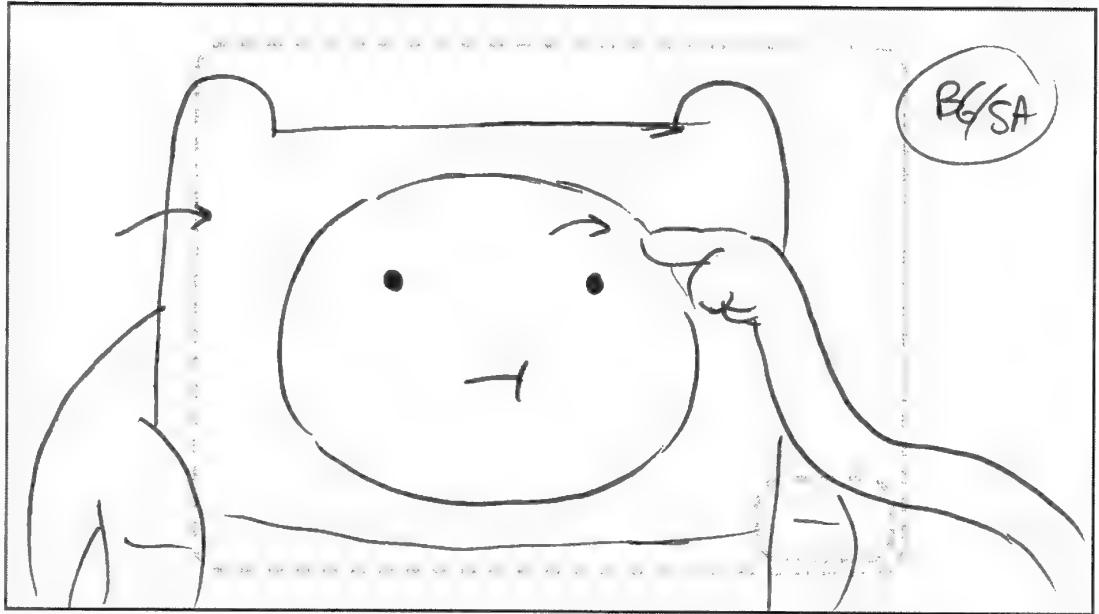
Pnl.

E

Bg.

Page 230

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-16E

ADVENTURE TIME



Page 251

Sc. 171

Pnl. A

Bg.

day night

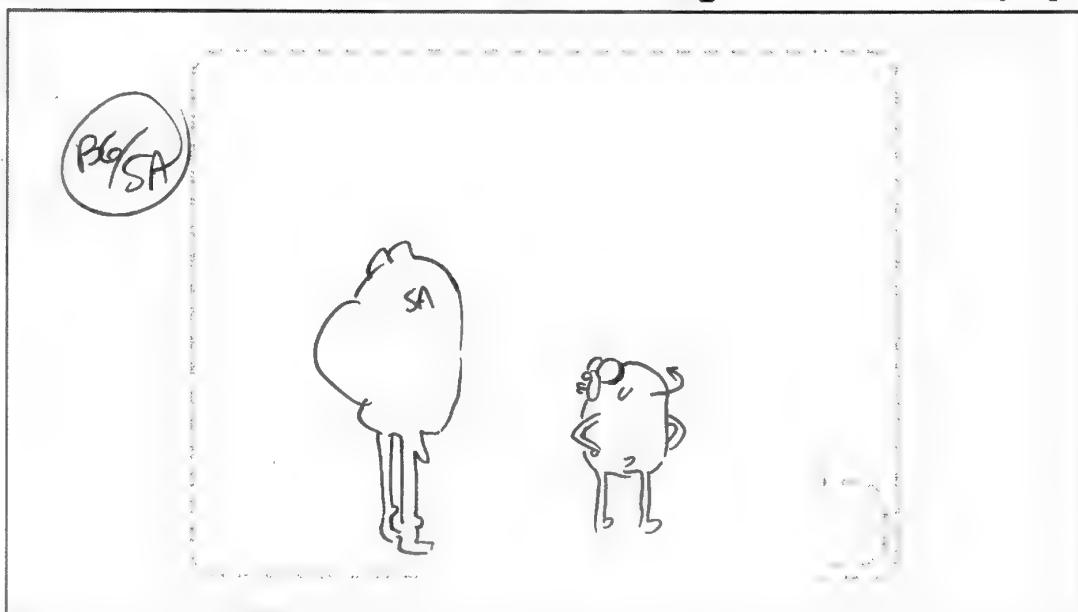
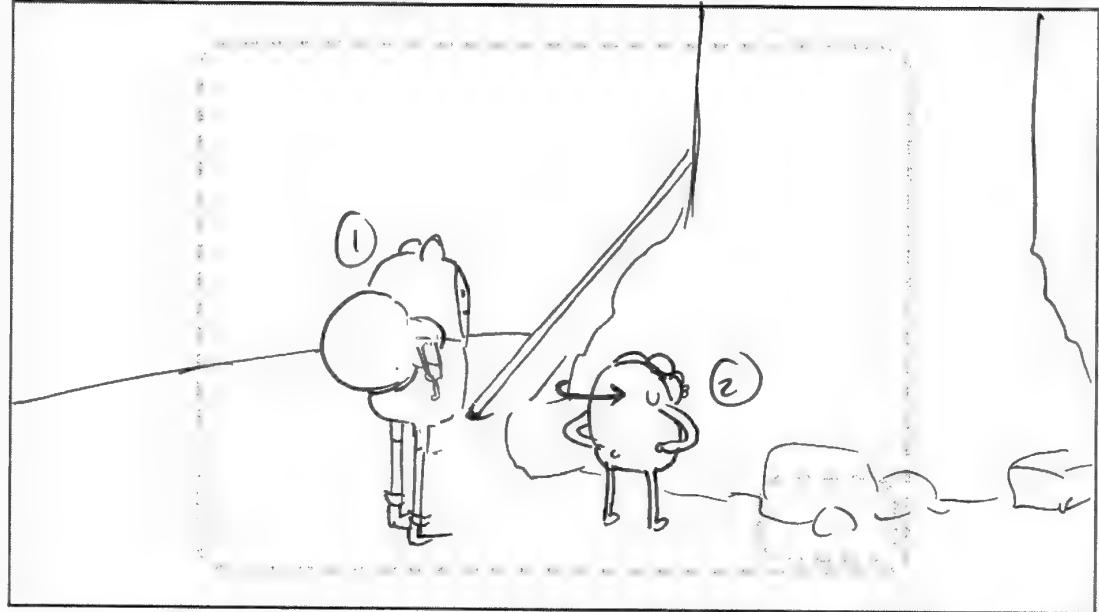
Sc. 171

Pnl.

B

Bg.

day night

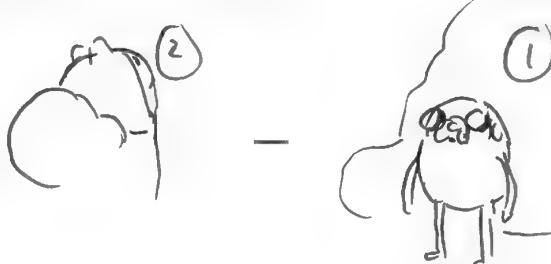


Dialog:

J: So I guess we won't be
needin' this thing anymore. →

J: You wanna do →

Action:



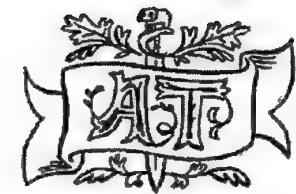
Timing:

Production :

1025-168

EPISODE #

ADVENTURE TIME

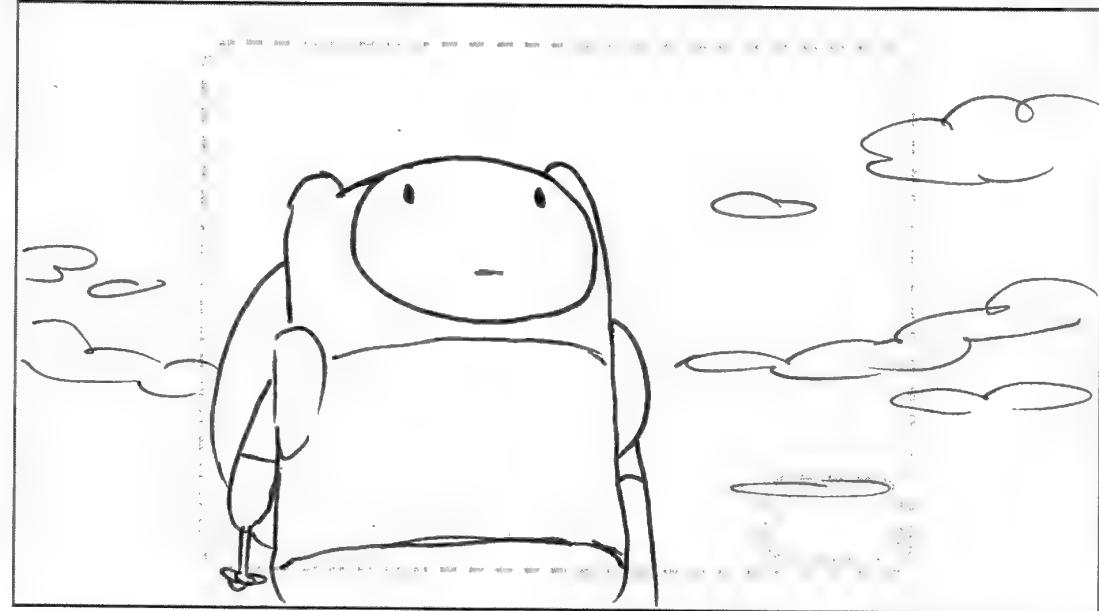


day night

Sc. 172

Pnl. A

Bg.



Sc.

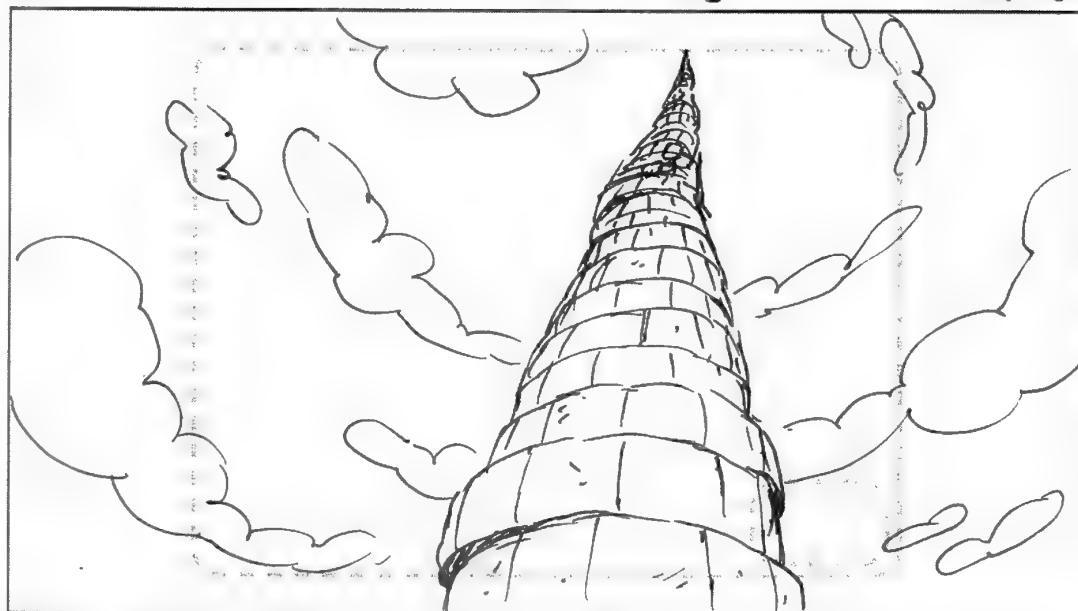
173

Pnl.

A

Bg.

day night



Page 252

1025-168

EPISODE #

Production :

Dialog:

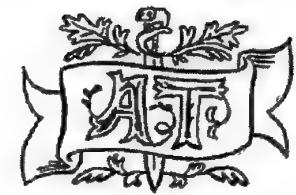
(JOS) → the honors?

- BEAT -

Action:

Timing:

ADVENTURE TIME



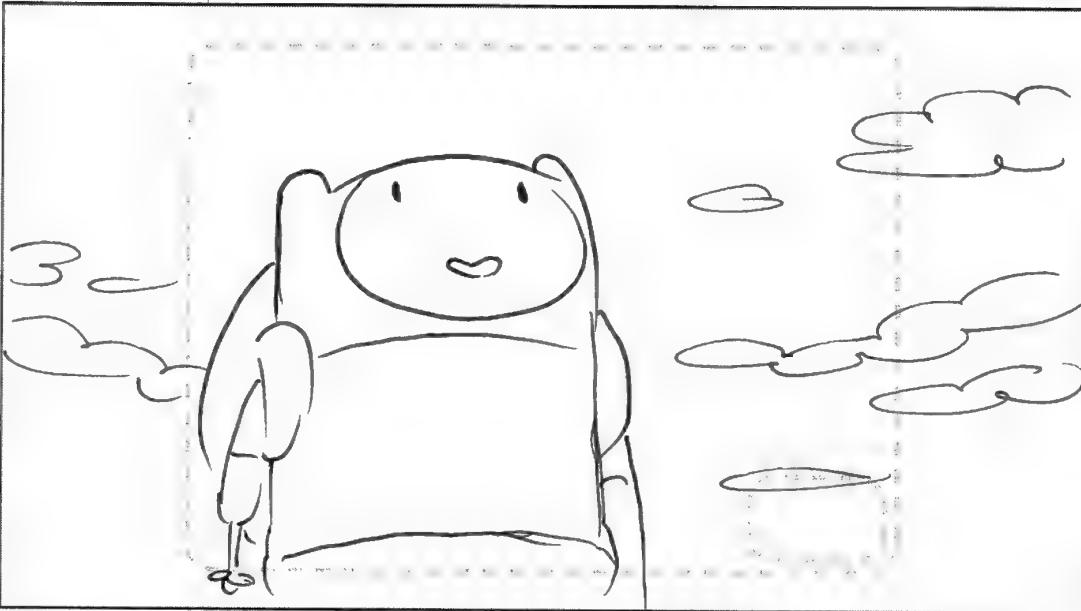
Sc.

174

Pnl. A

Bg.

day night



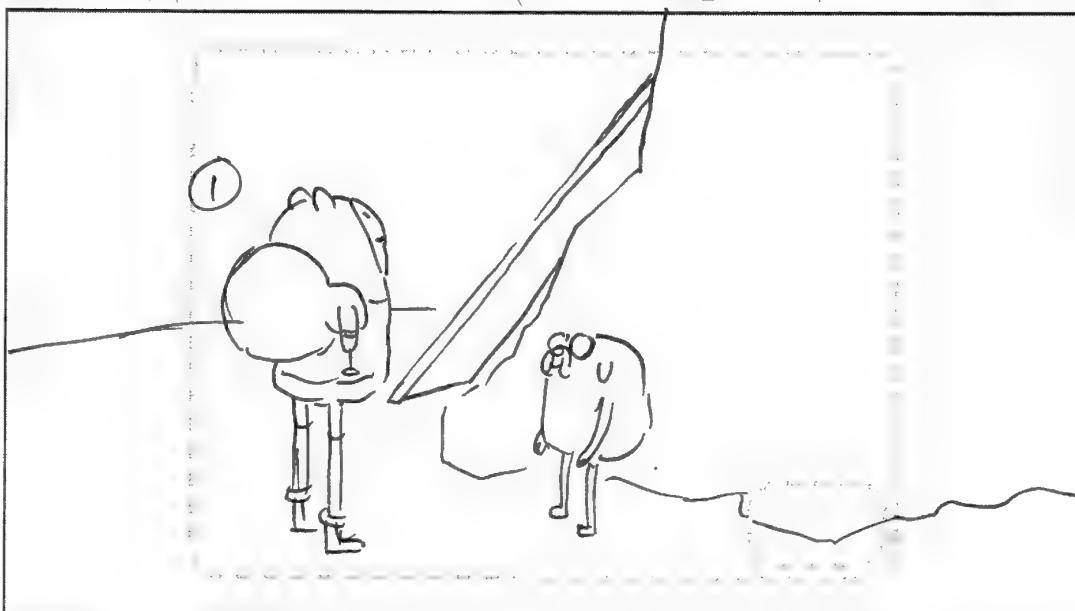
Sc.

175

Pnl. A

Bg.

day night



Page 253

1025-168

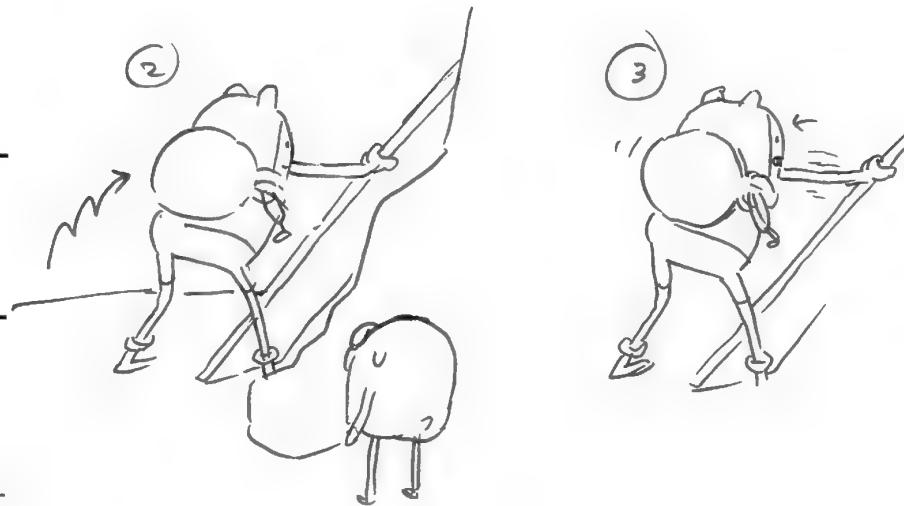
EPISODE #

Production :

Dialog:

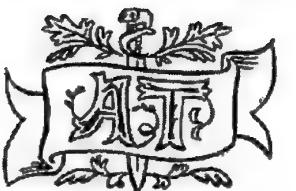
(F:) Yes I do .

Action:



Timing:

ADVENTURE TIME



Page 254

Sc. 175

Pnl.

B

Bg.

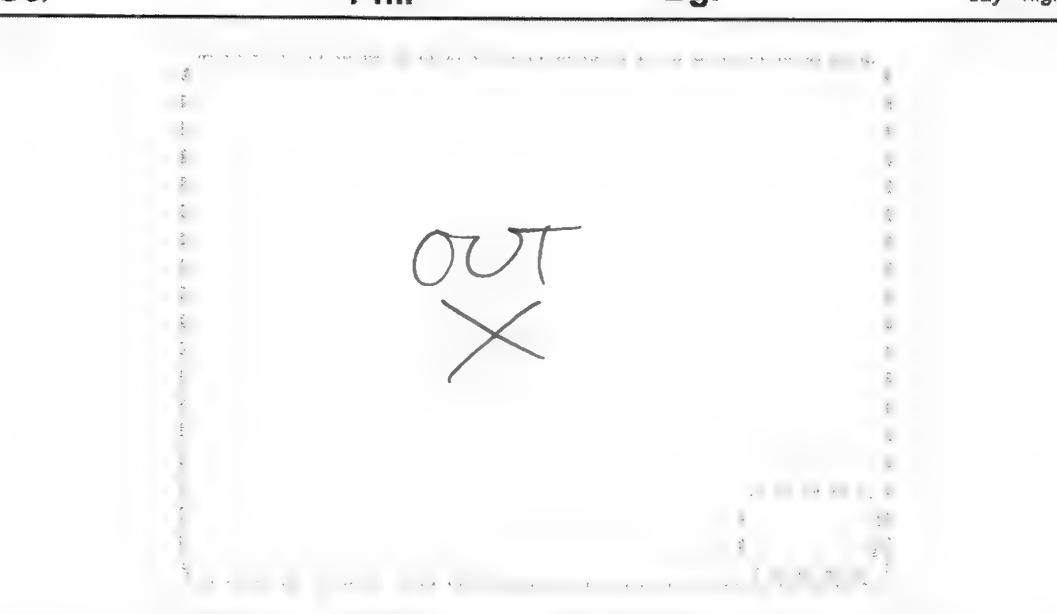
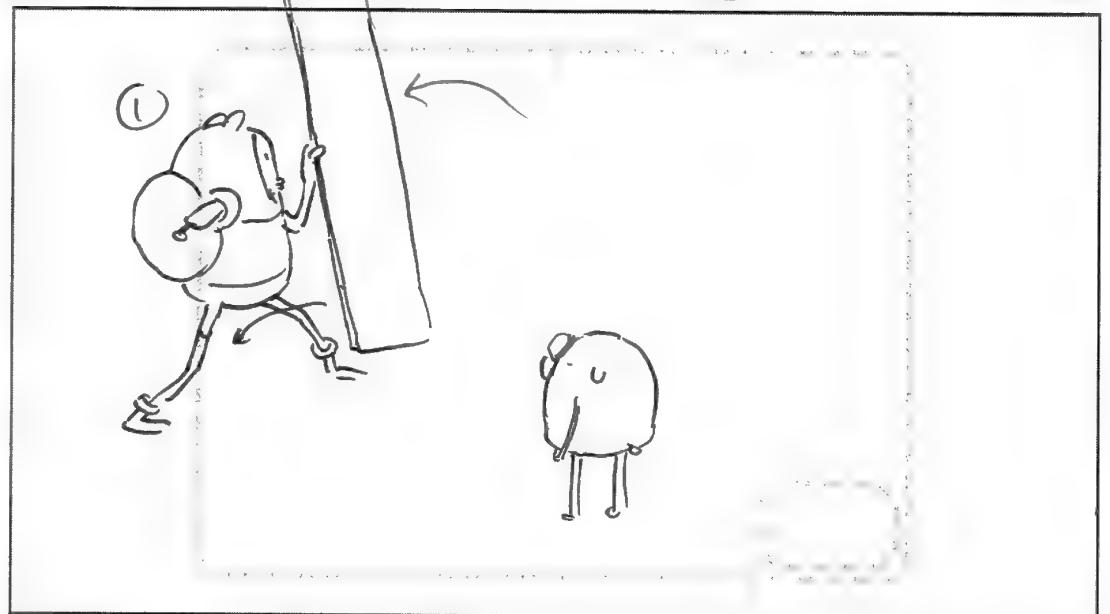
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:



maybe should
be a little
wider to see?
top of board?
TOM

-Finn pulls out support plank

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME

Sc.

176

Pnl.

A

Bg.

day night

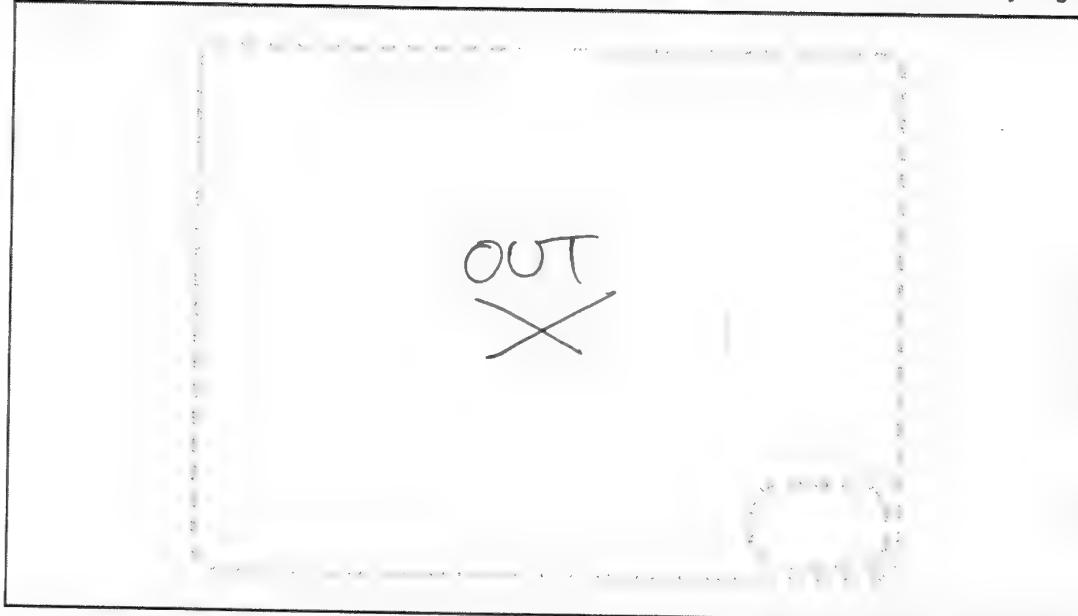
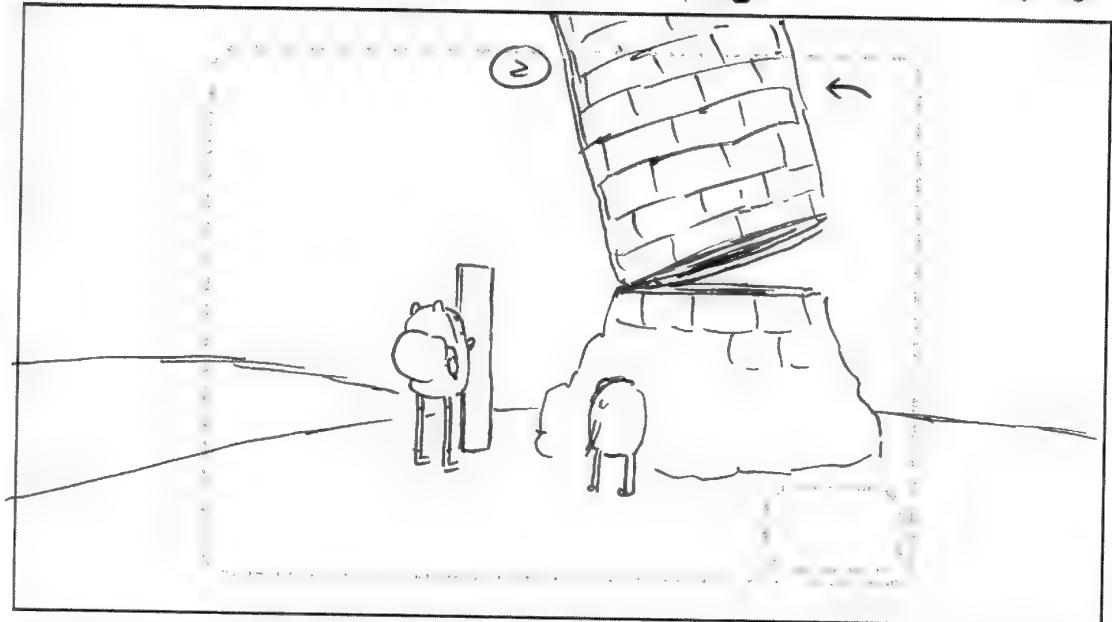
Sc.

day night

Page 255

Bg.

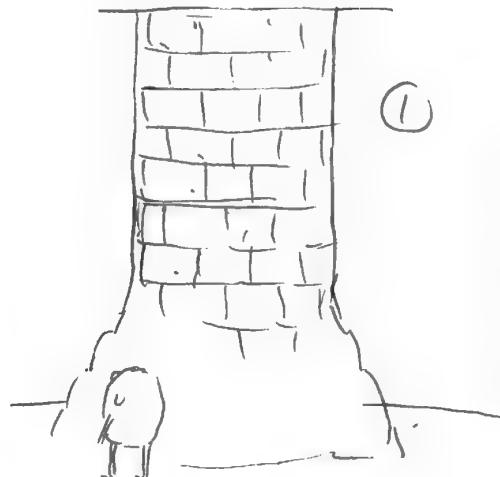
day night



Dialog:

Action:

Timing:



- tower starts to fall

EPISODE #

Production :

1025-168

ADVENTURE TIME



day night

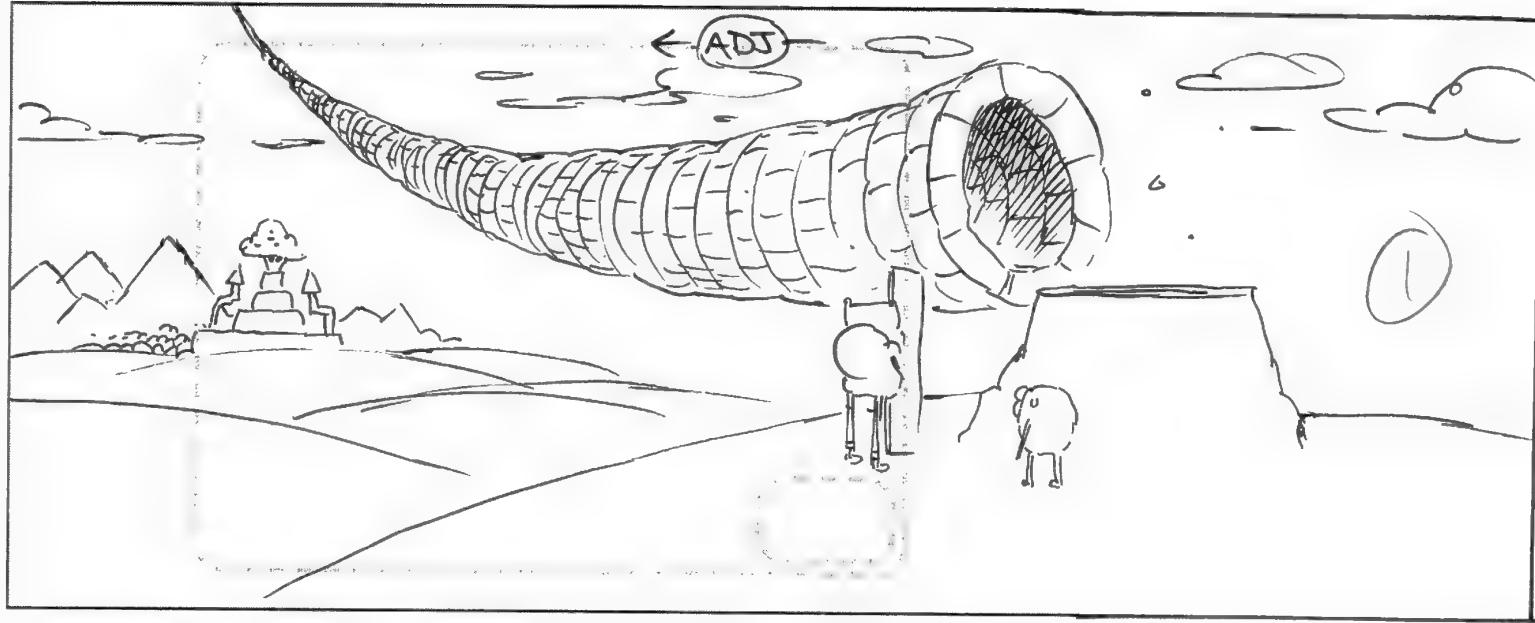
Sc.

176

Pnl. B

Bg.

Page 256



Dialog:

Action:

- Tower falls towards Candy Kingdom

Timing:

EPISODE #

Production :

1025-168

ADVENTURE TIME



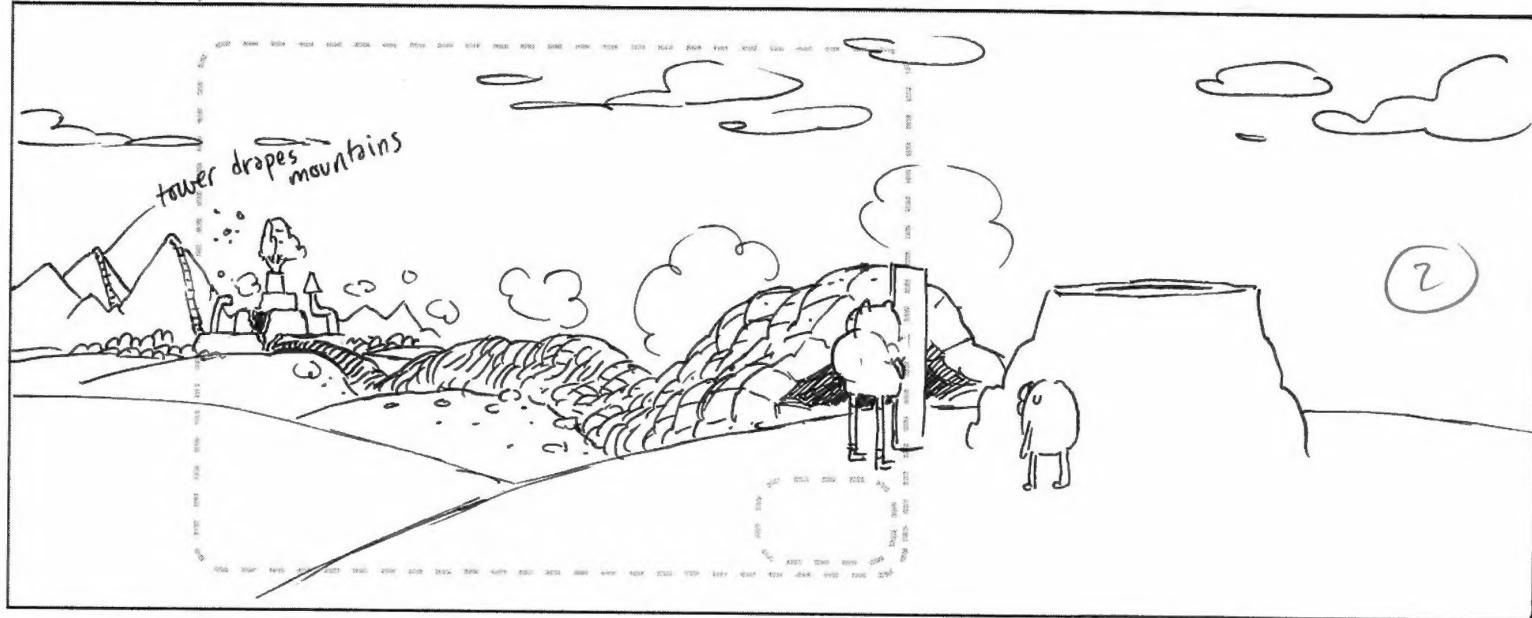
day night

Sc. 176

Pnl. C

Bg.

Page 257



Dialog:

Action: - Tower falls, slicing through Candy Castle, draping over mountains and hills.

Timing:

Production :

1025-168

ADVENTURE TIME

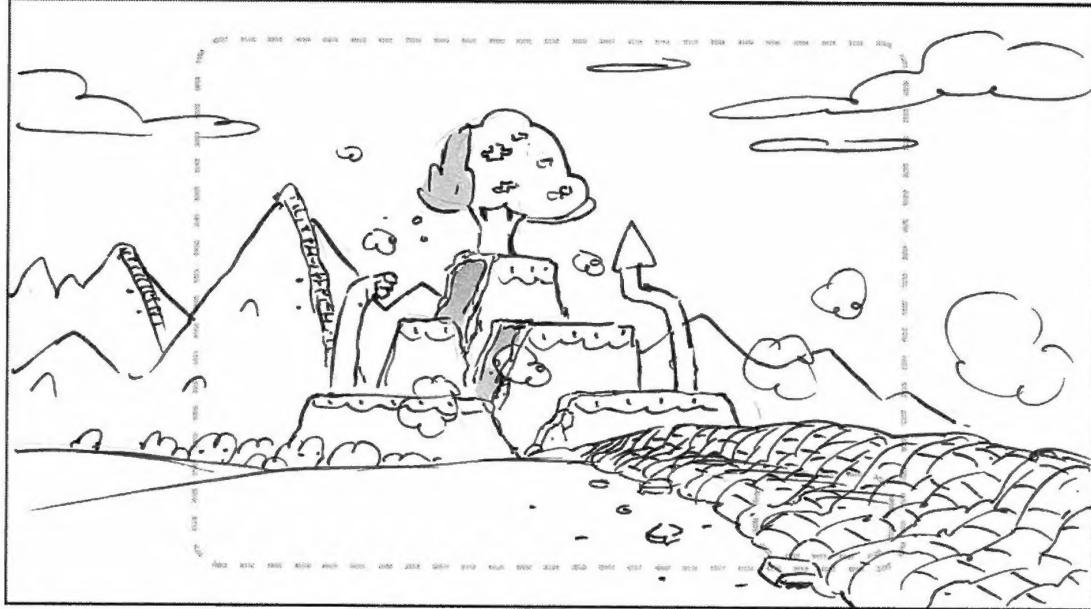


Sc. 177

Pnl. A

Bg.

day night

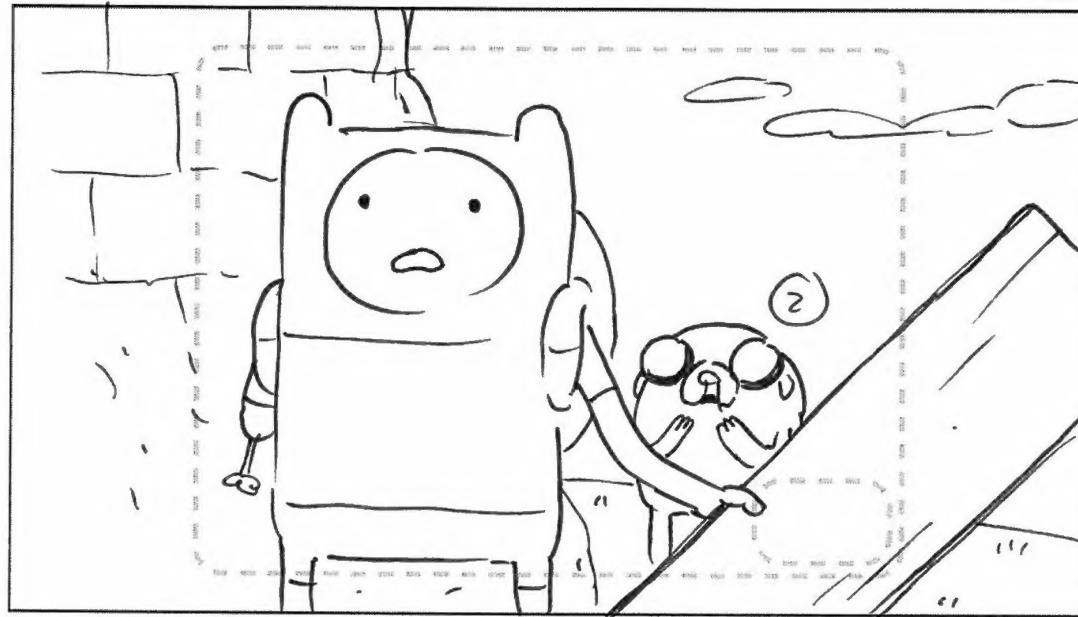


Sc. 178

Pnl. A

Bg.

day night



Page 258

1025-168

EPISODE #

Production :

Dialog:

- BEAT -

- BEAT -

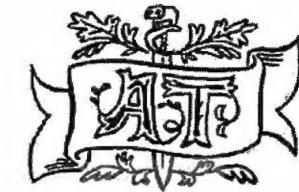
Action:

- dust clouds dissipate .

Timing:



ADVENTURE TIME



Sc.

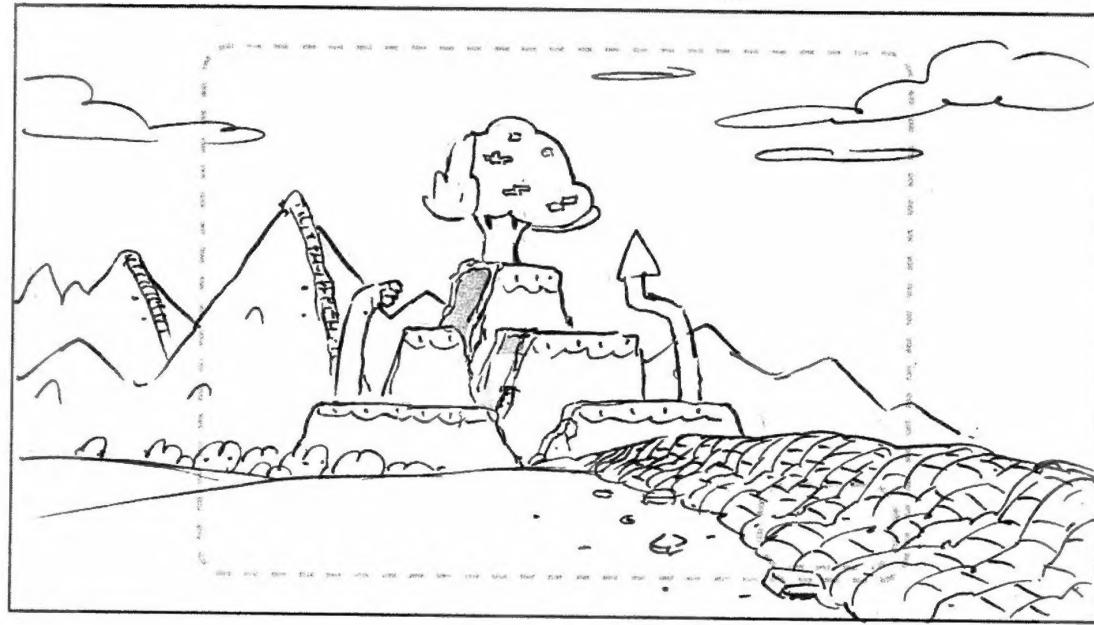
179

Pnl.

A

Bg.

day night



Sc.

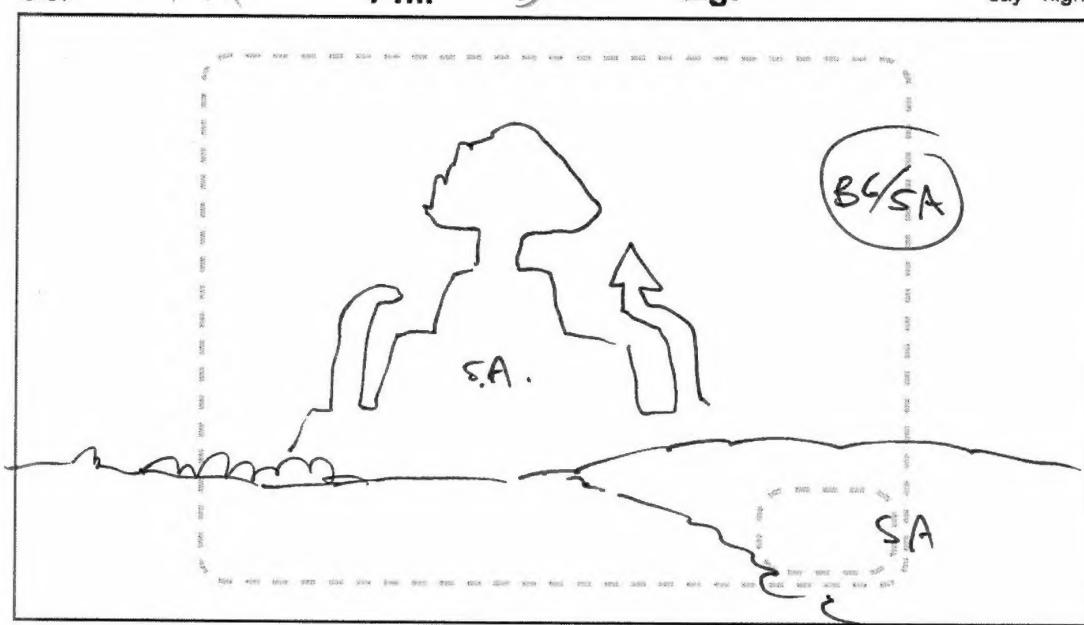
179

Pnl.

B

Bg.

day night



Dialog:

-BEAT-

Princess Bubblegum : OS AUGH!! MY ARM!!

Action:

Timing:

EPISODE #

Production :

1025-168

Page 259

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

Page 260

day night

END

X

Dialog:

Action:

Timing:

EPISODE #

Production :

1025-168